Bresenham Line Drawing Algorithm

Procedure-

Given-

- Starting coordinates = (X1, Y1)
- Ending coordinates = (X2, Y2)

The points generation using Bresenham Line Drawing Algorithm involves the following steps-

Step-01:

Calculate ΔX and ΔY from the given input.

These parameters are calculated as-

- $\Delta X = X2 X1$
- $\Delta Y = Y2 Y1$

Step-02:

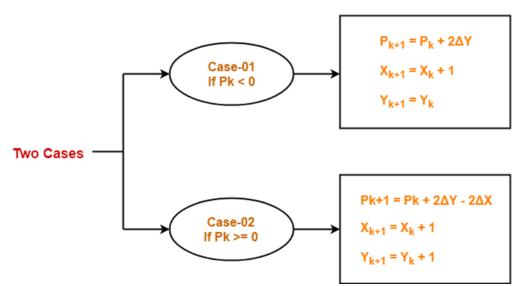
Calculate the decision parameter Pk.

It is calculated as-

$$\mathbf{P}\mathbf{k} = 2\Delta\mathbf{Y} - \Delta\mathbf{X}$$

Step-03:

Suppose the current point is (Xk, Yk) and the next point is (Xk+1, Yk+1). Find the next point depending on the value of decision parameter Pk. Follow the below two cases-



Step-04:

Keep repeating Step-03 until the end point is reached or number of iterations equals to $(\Delta X-1)$ times.

PRACTICE PROBLEMS BASED ON BRESENHAM LINE DRAWING ALGORITHM-

Problem-01:

Calculate the points between the starting coordinates (9, 18) and ending coordinates (14, 22).

Solution-

Given-

- Starting coordinates = (X1, Y1) = (9, 18)
- Ending coordinates = (X2, Y2) = (14, 22)

Step-01:

Calculate ΔX and ΔY from the given input.

- $\Delta X = X2 X1 = 14 9 = 5$
- $\Delta Y = Y2 Y1 = 22 18 = 4$

Step-02:

Calculate the decision parameter.

$$Pk = 2\Delta Y - \Delta X$$

$$= 2 \times 4 - 5$$

=3

So, decision parameter Pk = 3

Step-03:

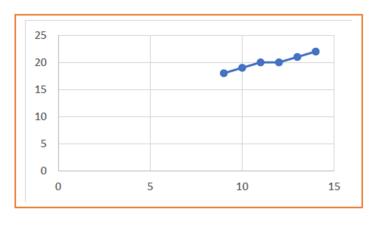
As $Pk \ge 0$, so case-02 is satisfied.

Thus,

- Pk+1 = Pk + $2\Delta Y 2\Delta X = 3 + (2 \times 4) (2 \times 5) = 1$
- Xk+1 = Xk + 1 = 9 + 1 = 10
- Yk+1 = Yk + 1 = 18 + 1 = 19

Similarly, Step-03 is executed until the end point is reached or number of iterations equals to 4 times. (Number of iterations = $\Delta X - 1 = 5 - 1 = 4$)

Pk	<i>Pk</i> +1	<i>Xk</i> +1	<i>Yk</i> +1
		9	18
3	1	10	19
1	-1	11	20
-1	7	12	20
7	5	13	21
5	3	14	22



Problem-02:

Calculate the points between the starting coordinates (20, 10) and ending coordinates (30, 18).

Solution-

Given-

- Starting coordinates = (X1, Y1) = (20, 10)
- Ending coordinates = (X2, Y2) = (30, 18)

Step-01:

Calculate ΔX and ΔY from the given input.

- $\Delta X = X2 X1 = 30 20 = 10$
- $\Delta Y = Y2 Y1 = 18 10 = 8$

Step-02:

Calculate the decision parameter.

$$Pk = 2\Delta Y - \Delta X$$

$$= 2 \times 8 - 10$$

= 6

So, decision parameter Pk = 6

Step-03:

As $Pk \ge 0$, so case-02 is satisfied.

Thus,

- $Pk+1 = Pk + 2\Delta Y 2\Delta X = 6 + (2 \times 8) (2 \times 10) = 2$
- Xk+1 = Xk + 1 = 20 + 1 = 21
- Yk+1 = Yk + 1 = 10 + 1 = 11

Similarly, Step-03 is executed until the end point is reached or number of iterations equals to 9 times. (Number of iterations = $\Delta X - 1 = 10 - 1 = 9$)

Pk	Pk+1	Xk+1	<i>Yk</i> +1
		20	10
6	2	21	11
2	-2	22	12
-2	14	23	12
14	10	24	13
10	6	25	14
6	2	26	15
2	-2	27	16
-2	14	28	16
14	10	29	17
10	6	30	18

