Specialized Bresenhams

Key observation: we draw *solid* polygons.

```
while ( starty != endy ) {
     DrawLine ( starty, startx, endx )

     // increment y by a whole value
     starty += stepy;

     // update startx
     startfraction += dx;
     while ( startfraction > 0 ) {
           startfraction -= dy;
           startx += stepstartx;
           }
     // update endx
     ...
     }
```

Need to extend to n dimensions (where n = x and z)

Think about what to do for starty == endy

Be careful if "dy" == 0 (more specifically other d's)

Will need to think about how to implement in hardware!