Group members: ____________________ ____________________

1. **Artisinal Line Drawing** Fill in the pixels in the grid below that you think should be colored to draw a line between p and q.

![Grid with points p and q](image)

2. **Algorithmic Line Drawing** Devise a rule or algorithm to determine which pixels should be turned on to draw a line from p to q. Describe your approach in pseudocode, then apply your algorithm to the pixel grid below.

![Grid with points p and q](image)
3. Implement a faster version of `slow_line`, below, by doing as much precomputation as possible before the loop.

```plaintext
function slow_line(p1, p2):
    // compute m, b
    for x = xmin:xmax
        y = b + m*x
        draw(x, round(y))

function fast_line(p1, p2):
    // compute m, b
    for x =
        draw(x, round(y))
```