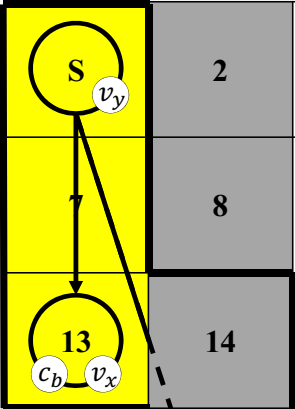


Variables

V S
 E

newFeasibleEdge(M, V, E) function

Line 4 is executed:
 S is selected to be $v_y \in V$.



Line 5 is executed:
26 is selected to be $v_t \in M$.

Line 6 is executed:
bresenham($\langle S, 26 \rangle$) algorithm is executed, and C is identified as $\{S, 7, 13, 14, 20, 26\}$.

Line 7 is executed:
13 is identified as the farthest node in C while $\langle S, 13 \rangle$ is feasible.
 c_b is set to 13.

Line 8 is executed:
Because $13 \neq S$ and $13 \neq \emptyset$,
terminate repeat-loop.

Line 9 is executed:
 v_x is set to 13 and output $\langle S, 13 \rangle$.
Return to **createGraph**(M, S, D) function.