

EASLANGUAGE CODE FOR DISPLAYING THE SWING LINE

Vars: hH(H), lL(L), lH(H), hL(L), upsw(0), SwLine(0);

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    {Find Swing Direction}
if upsw=1 then begin
    if H>hH then hH=H;    {update hH, hL}
    if L>hL then hL=L;

    if H<hL then begin {swing changes to down}
        upsw=0;
        lL=L;
        lH=H;
    end;
end;

if upsw=0 then begin
    if L<lL then lL=L;    {update lL, lH}
    if H<lH then lH=H;

    if L>lH then begin    {swing changes to up}
        upsw=1;
        hH=H;
        hL=L;
    end;
end;

if upsw=1 then plot1(hL, "SwLine", cyan);
if upsw=0 then plot1(lH, "SwLine", magenta);
```