include<stdio.h>

#include<graphics.h>

#include<math.h>

int main()

{

int gd=0,gm,x1,y1,x2,y2;

double s,c, angle=90;

initgraph(&gd, &gm, "");

setcolor(RED);

printf("Enter coordinates of line: ");

scanf("%d%d%d%d",&x1,&y1,&x2,&y2);

cleardevice();

setbkcolor(WHITE);

line(x1,y1,x2,y2);

getch();

setbkcolor(BLACK);

printf(" rotation angle: 90 ");

setbkcolor(WHITE);

c = cos(angle \*3.14/180);

s = sin(angle \*3.14/180);

x1 = floor(x1 \* c + y1 \* s);

y1 = floor(-x1 \* s + y1 \* c);

x2 = floor(x2 \* c + y2 \* s);

y2 = floor(-x2 \* s + y2 \* c);

cleardevice();

line(x1, y1 ,x2, y2);

getch();

closegraph();

return 0;

}

Output :-

