#include<stdio.h>

#include<graphics.h>

#include<math.h>

int main()

{

int gd=DETECT, r, gm, d, x1, y1, x2, y2, xn1, yn1, xn2, yn2;

float ra, si, co;

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

printf("Enter the value of X1 and Y1: ");

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

printf("Enter the value of X2 and Y2: ");

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

line(x1, y1, x2, y2);

printf("Enter the degree of rotation: ");

scanf("%d", &d);

xn1 = x1;

yn1 = y1;

r = x2-x1;

ra = 0.0175 \* d;

si = sin(ra);

co = cos(ra);

xn2 = x1 + r\*co + 1;

yn2 = y1 + r\*si + 1;

line(xn1, yn1, xn2, yn2);

getch();

closegraph();

} 