

Source code:-

```
#include<stdlib.h>

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

    int gdriver=DETECT,gmode, error;

    int x1, x2, x3, y1, y2, y3;

    int Sx, Sy;

    initgraph(&gdriver, &gmode,"C:\\\\TURBOC3\\\\BGI");

    printf("Enter the co-ordinates for 1 line making a triangle:");

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

    printf("Enter the co-ordinates for 2 line making a triangle:");

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

    printf("Enter the co-ordinates for 3 line making a triangle:");

    scanf("%d%d",&x3, &y3);

    printf("Enter the scaling points:");

    line(x1,y1,x2,y2);

    line(x2,y2,x3,y3);

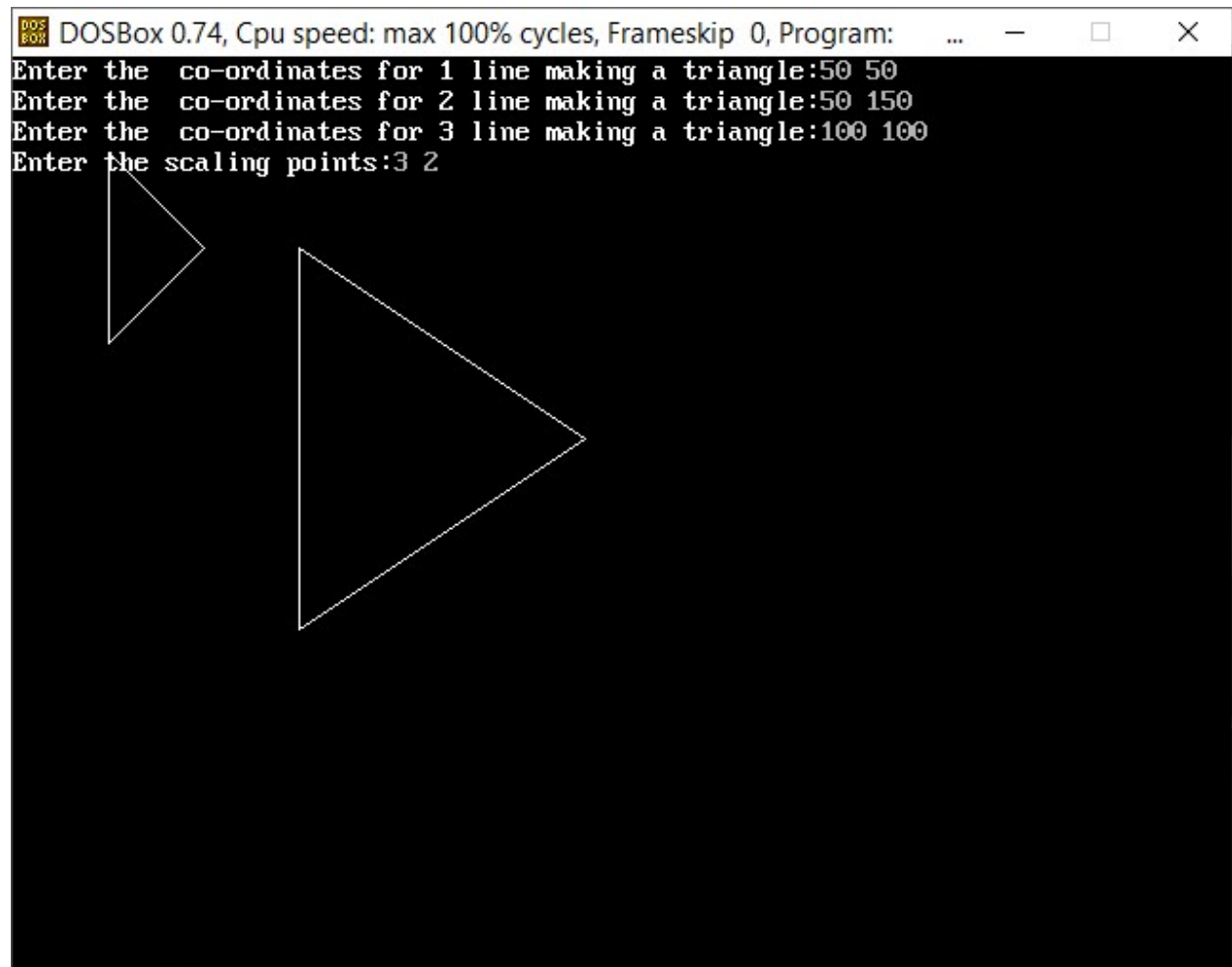
    line(x3,y3,x1,y1);

    scanf("%d%d",&Sx,&Sy);

    x1= Sx * x1;
```

```
    y1= Sy * y1;  
    x2= Sx * x2;  
    y2= Sy * y2;  
    x3= Sx * x3;  
    y3= Sy * y3;  
line(x1,y1,x2,y2);  
line(x2,y2,x3,y3);  
line(x3,y3,x1,y1);  
getch();  
closegraph();  
return 0;  
}
```

OUTPUT:-

A screenshot of a DOSBox window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: ...". The window has a black background with white text and lines. The text prompts the user to enter coordinates for three lines to form a triangle and then scaling points. The coordinates entered are (50, 50), (50, 150), and (100, 100). The scaling points entered are 3 and 2. Two triangles are drawn: a small one on the left and a larger one on the right, both pointing to the right. The larger triangle is a scaled version of the smaller one.

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: ...
Enter the co-ordinates for 1 line making a triangle:50 50
Enter the co-ordinates for 2 line making a triangle:50 150
Enter the co-ordinates for 3 line making a triangle:100 100
Enter the scaling points:3 2
```