Source code:-

```c
#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;
```
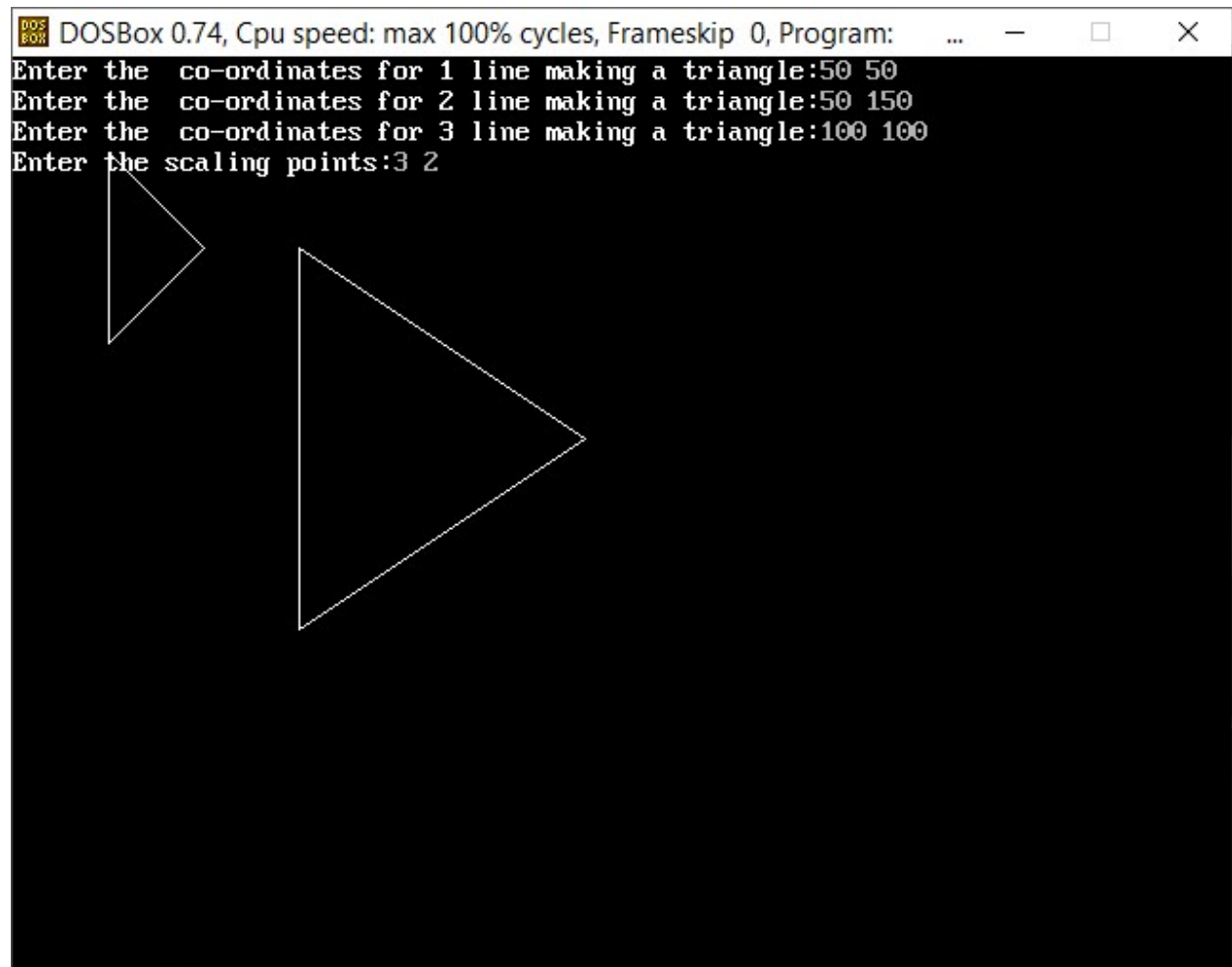
```c
        y1= Sy * y1;

        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:-

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