

(RCA-551) Computer Graphics & Animation

ASSIGNMENT

Aim: Implement Two-dimensional Translation on a Line.

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```
#include<conio.h>

#include<graphics.h>

#include<stdio.h>

void main()

{

    int gd=DETECT,gm;

    // declaring two array

    // Translation vector already initialized

    int l[2][2],v[2]={10,15},i=0,j;

    clrscr();

    initgraph(&gd,&gm,"C:\\\\TURBOC3\\\\BGI");

    printf("Enter the initial and final coordinates of a line ");

    // Getting input from user, having 20 array where 1st row represents initial
    point

    // And Second row represents final coordinate

    while(i<2)

    {

        printf("x%d and y%d = ",i,i);
```

```

j=0;
scanf("%d",&l[i][j]);
scanf("%d",&l[i][j+1]);
i++;
}

// Line before translation
line(l[0][0],l[0][1],l[1][0],l[1][1]);

setcolor(BLUE);

// Line after translation
line(l[0][0]+v[0],l[0][1]+v[1],l[1][0]+v[0],l[1][1]+v[1]);

// Adding Translation vector in it change the position
getch();

closegraph();
}

```

Output:

