Scalling(Circle):

#include<iostream.h>

#include<graphics.h>

#include<conio.h>

void main()

{

int gm,gd,dx;

clrscr();

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"c:\\tc\\bgi");

circle(200,200,100);

cout<<"\nEnter values of dx:";

cin>>dx;

circle(200,200,100\*dx);

getch();

closegraph();

}

Scalling(Rectangle):

#include<iostream.h>

#include<graphics.h>

#include<conio.h>

void main()

{

int gm,gd,dx,dy;

clrscr();

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"c:\\tc\\bgi");

rectangle(50,50,100,50);

cout<<"\nEnter values of dx and dy:";

cin>>dx>>dy;

rectangle(50\*dx,50,dy,100\*dx,100\*dy);

getch();

closegraph();

}