Scalling(Triangle):

#include<iostream.h>

#include<graphics.h>

#include<conio.h>

void main()

{

int gm,gd,dx,dy,x[3],y[3],i;

clrscr();

detectgraph(&gd,&gm);

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

rectangle(50,50,100,50);

x[0]=50;

y[0]=50;

x[1]=50;

y[1]=150;

x[2]=100;

y[2]=100;

line(x[0],y[0],x[1],y[1]);

line(x[1],y[1],x[2],y[2]);

line(x[2],y[2],x[0],y[0]);

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

cin>>dx>>dy;

for(i=0;i<3;i++)

{

x[i]=int(x[i]\*dx);

y[i]=int(y[i]\*dy);

}

setcolor(RED);

line(x[0],y[0],x[1],y[1]);

line(x[1],y[1],x[2],y[2]);

line(x[2],y[2],x[0],y[0]);

getch();

closegraph(); }