```c
#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

#include<math.h>

int main()

{

        int gm;

        int gd=DETECT;

        int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;

        int sx,sy,xt,yt,r;

        float t;

        initgraph(&gd,&gm," ");

        printf("\t Program for basic transactions");

        printf("\n\t Enter the points of triangle");

        setcolor(1);

        scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);

        line(x1,y1,x2,y2);

        line(x2,y2,x3,y3);

        line(x3,y3,x1,y1);
 printf("\n Enter the angle of rotation");

                        scanf("%d",&r);

                        t=3.14*r/180;

                        nx1=abs(x1*cos(t)-y1*sin(t));

                        ny1=abs(x1*sin(t)+y1*cos(t));

                        nx2=abs(x2*cos(t)-y2*sin(t));

                        ny2=abs(x2*sin(t)+y2*cos(t));

                        nx3=abs(x3*cos(t)-y3*sin(t));

                        ny3=abs(x3*sin(t)+y3*cos(t));

                        line(nx1,ny1,nx2,ny2);

                        line(nx2,ny2,nx3,ny3);
```
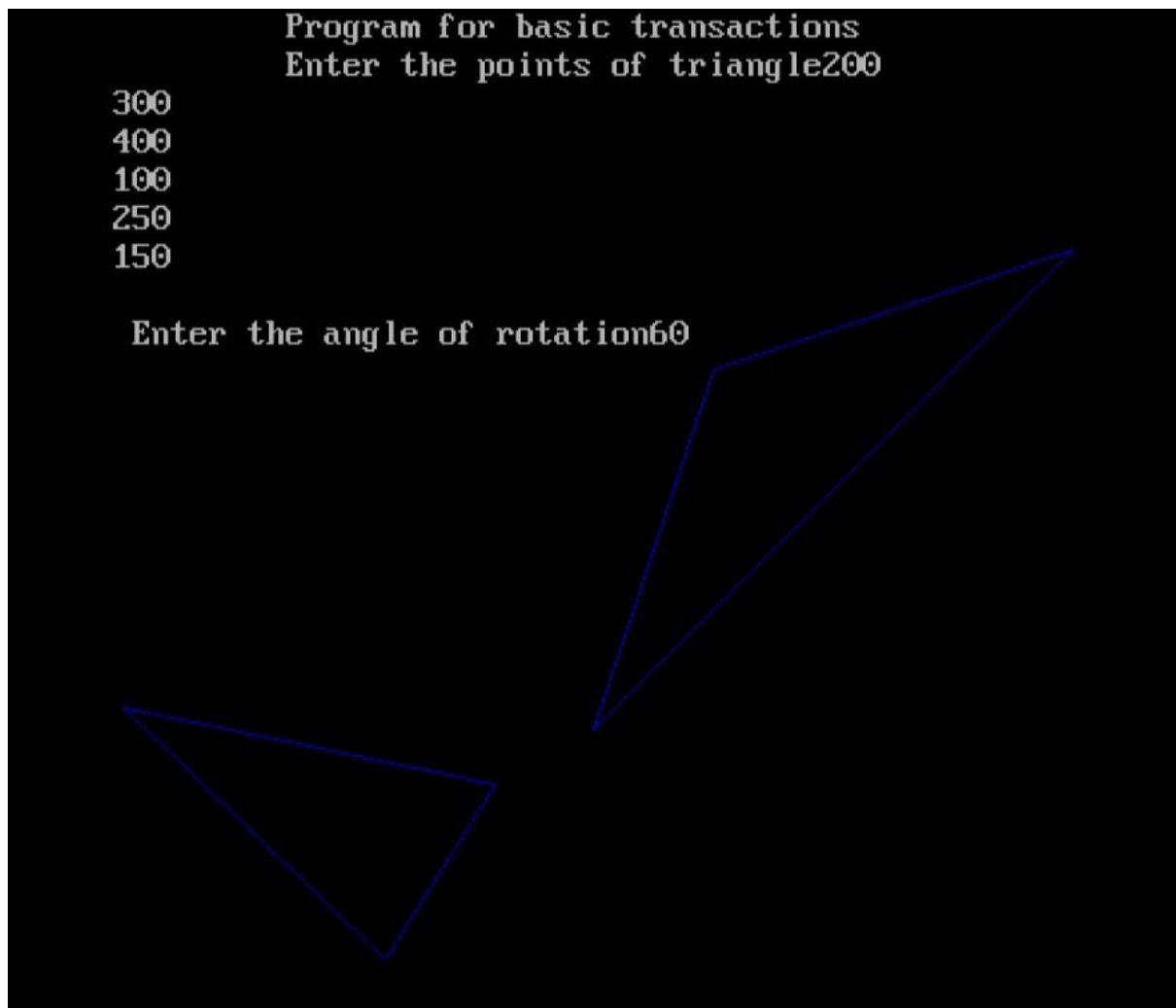
```
                    line(nx3,ny3,nx1,ny1);

                    getch();

  closegraph();

return 0;

}
```

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int main()

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        int gm;

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        int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;

        int sx,sy,xt,yt,r;

        float t;

        initgraph(&gd,&gm," ");

        printf("\t Program for basic transactions");

        printf("\n\t Enter the points of triangle");

        setcolor(1);

        scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);

        line(x1,y1,x2,y2);

        line(x2,y2,x3,y3);

        line(x3,y3,x1,y1);
printf("\n Enter the scalling factor");

                        scanf("%d%d",&sx,&sy);

                        nx1=x1*sx;

                        ny1=y2*sy;

                        nx2=x2*sx;

                        ny2=y2*sy;

                        nx3=x3*sx;

                        ny3=y3*sy;

                        line(nx1,ny1,nx2,ny2);

                        line(nx2,ny2,nx3,ny3);

                        line(nx3,ny3,nx1,ny1);
```
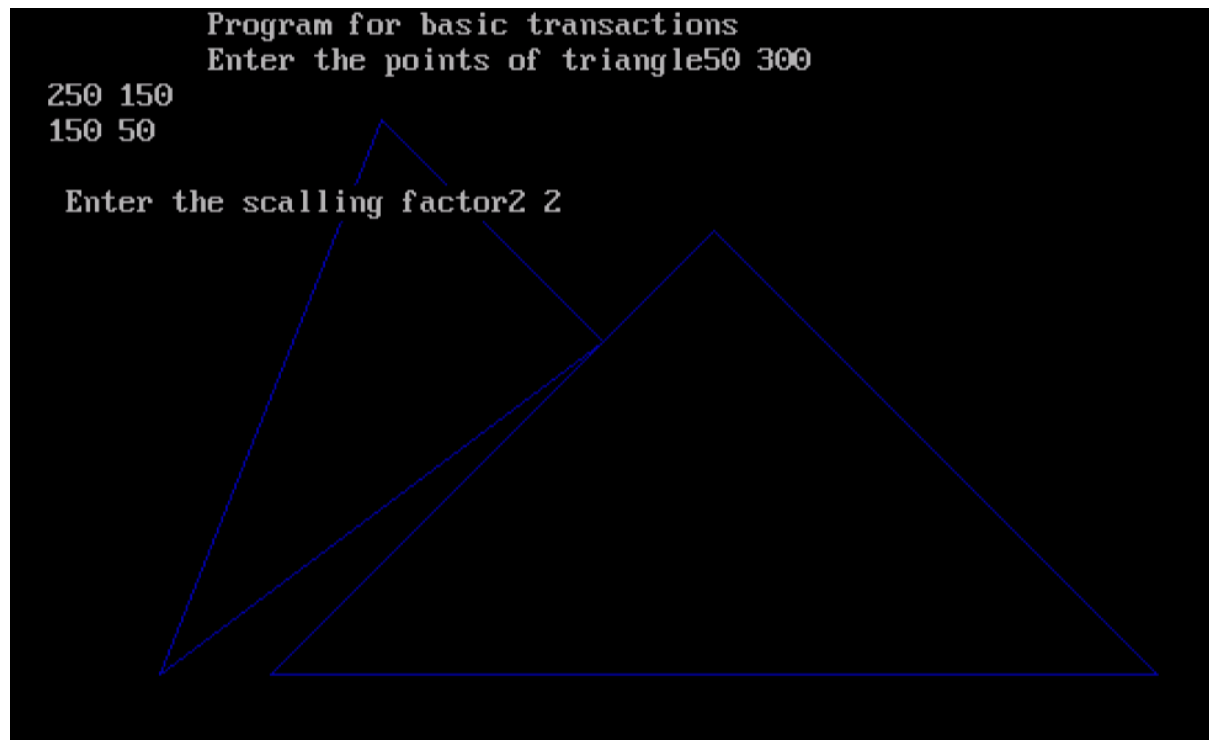
```
                getch();

closegraph();

}
```

```c
#include <graphics.h>
#include <stdlib.h>
#include <stdio.h>
#include <conio.h>
#include<math.h>
int main()
{
        int gm;
        int gd=DETECT;
        int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;
        int sx,sy,xt,yt,r;
        float t;
        initgraph(&gd,&gm," ");
        printf("\t Program for basic transactions");
        printf("\n\t Enter the points of triangle");
        setcolor(1);
        scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);
        line(x1,y1,x2,y2);
        line(x2,y2,x3,y3);
        line(x3,y3,x1,y1);
        printf("\n Enter the translation factor");
        scanf("%d%d",&xt,&yt);
         nx1=x1+xt;
         ny1=y1+yt;
         nx2=x2+xt;
         ny2=y2+yt;
         nx3=x3+xt;
         ny3=y3+yt;
         line(nx1,ny1,nx2,ny2);
```

```
        line(nx2,ny2,nx3,ny3);

        line(nx3,ny3,nx1,ny1);

 getch();

 closegraph();

}
```