PROBLEM STATEMENT: Write a program to translate an object.

Code:-

```
#include <stdio.h>
#include <graphics.h>
int main( )
{int gd=DETECT,gm;
       int t[3][3]=\{1,0,0,0,1,0,0,0,1\},a[3][3],r[3][3]=\{0\},i,j,k;
       printf("Enter value of x1 and y1: "); scanf("%d %d", &a[0][0], &a[0][1]);
       printf("Enter value of x2 and y2: "); scanf("%d %d", &a[1][0], &a[1][1]);
       printf("Enter value of x3 and y3: "); scanf("%d %d", &a[2][0], &a[2][1]);
       printf("Enter value of tx and ty: "); scanf("%d %d", &t[2][0], &t[2][1]);
       a[0][2]=a[1][2]=a[2][2]=1;
       for(i=0;i<3;i++)
       {
               for(j=0;j<3;j++)
               {
                      for(k=0;k<3;k++)
                      {
                                 r[i][j] = r[i][j] + (a[i][k]*t[k][j]);
                       }
               }
       }
       initgraph(&gd,&gm,"NULL");
       line(a[0][0],a[0][1],a[1][0],a[1][1]);
       line(a[1][0],a[1][1],a[2][0],a[2][1]);
       line(a[0][0],a[0][1],a[2][0],a[2][1]);
```

```
outtext("--- Before Translation ---");

delay(5000);

cleardevice();

line(r[0][0],r[0][1],r[1][0],r[1][1]);

line(r[1][0],r[1][1],r[2][0],r[2][1]);

line(r[0][0],r[0][1],r[2][0],r[2][1]);

outtext("--- After Translation ---");

delay(5000);

closegraph();

return 0;
```

}

OUTPUT

```
Enter value of x1 and y1: 12 112
Enter value of x2 and y2: 22 122
Enter value of x3 and y3: 32 132
Enter value of tx and ty: 23 32

Process exited after 45.2 seconds with return value 0

Press any key to continue . . . _
```



