

DevC++ Setup link -<https://youtu.be/CHFyEnIMnxg>



graphics.h



winbgim.h

Include -



libbgi.a

Lib -

X Axis And Y axis (x1,y1)(x2,y2)(x3,y3)

#include<stdio.h>

#include<graphics.h>

#include<conio.h>

int main()

{

int gd=DETECT,gm,x1,y1,x2,y2,x3,y3,a;

initgraph(&gd,&gm, (char*)"C:\\Program Files (x86)\\Dev-
Cpp\\MinGW64\\x86_64-w64-mingw32\\lib");

printf("Enter the value of x1 and y1 coordinates");

scanf("%d%d",&x1,&y1);

printf("Enter the value of x2 and y2 coordinates");

scanf("%d%d",&x2,&y2);

printf("Enter the value of x3 and y3 coordinates");

scanf("%d%d",&x3,&y3);

```
line(x1,y1,x2,y2);  
line(x2,y2,x3,y3);  
line(x3,y3,x1,y1);  
printf("Enter the axis");  
scanf("%d",&a);  
if(a==1)  
{  
  
setcolor(RED);  
line(x1,getmaxy()-y1,x2,getmaxy()-y2);  
line(x2,getmaxy()-y2,x3,getmaxy()-y3);  
line(x3,getmaxy()-y3,x1,getmaxy()-y1);  
}  
else  
{  
  
setcolor(RED);  
line(getmaxx()-x1,y1,getmaxx()-x2,y2);  
line(getmaxx()-x2,y2,getmaxx()-x3,y3);  
line(getmaxx()-x3,y3,getmaxx()-x1,y1);  
}  
getch();
```

closegraph();

}