**Manthan Chauhan**

**(1900290149058)**

**Question:-** 2D transition Point.

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

 int gd=DETECT,gm;

 initgraph(&gd,&gm,"C:\\TURBOC3\\BGI" );

 int x,y,tx,ty;

 printf("Enter coordinates\n");

 scanf("%d%d",&x,&y);

 putpixel(x,y,7);

 printf("Enter translation coordinates\n");

 scanf("%d%d",&tx,&ty);

 x=x+tx;

 y=y+ty;

 putpixel(x,y,7);

 getch();

}

Output:-

