***PROGRAM:***

#include<iostream>

#include<graphics.h>

#include<math.h>

using namespace std;

class figure

{

float length,delx,dely;

int d,h,xc,yc;

public:

void drawline(float x1,float y1,float x2,float y2)

{

float xinc,yinc,dx,dy,steps;

dx=x2-x1;

dy=y2-y1;

if(abs(dx)>abs(dy))

steps=abs(dx);

else

steps=abs(dy);

xinc=dx/steps;

yinc=dy/steps;

for(int i=0;i<steps;i++)

{

putpixel(x1,y1,WHITE); // drawpixel(X1,Y1);

x1=x1+xinc;

y1=y1+yinc;

}

}

void drawcircle(int r,int xc,int yc)

{

int x,y;

d=3-2\*r;

x=0;

y=r;

do

{

putpixel(x+xc,y+yc,WHITE);

putpixel(y+xc,x+yc,WHITE);

putpixel(y+xc,-x+yc,WHITE);

putpixel(x+xc,-y+yc,WHITE);

putpixel(-x+xc,-y+yc,WHITE);

putpixel(-y+xc,-x+yc,WHITE);

putpixel(-y+xc,x+yc,WHITE);

putpixel(-x+xc,y+yc,WHITE);

if(d<0)

{

d=d+4\*x+6;

x=x+1;

}

else

{

d=d+4\*(x-y)+10;

y=y-1;

x=x+1;

}

}while(x<=y);

}

void fig(float x11,float y11,float length)

{

h=(sqrt(3\*length\*length))/2;

drawline(x11,y11,x11+length,y11);

drawline(x11+length,y11,x11+(length)/2,y11-h);

drawline(x11,y11,x11+(length)/2,y11-h);

drawcircle(h/3,x11+(length)/2,y11-(h/3));

drawcircle(2\*h/3,x11+(length)/2,y11-(h/3));

}

};

int main()

{

figure f1;

float x1,y1,length;

cout<<"enter the coordinates..."<<endl;

cin>>x1>>y1;

cout<<"enter the length"<<endl;

cin>>length;

int gd=DETECT,gm;

initgraph(&gd,&gm,NULL);

f1.fig(x1,y1,length);

getch();

closegraph();

return 0;

}