Source Code –

#include<graphics.h>

#include<stdlib.h>

#include<stdio.h>

#include<math.h>

void main()

{

int graphdriver=DETECT,graphmode,errorcode;

int i;

int x1,y1,x,y,x\_new,y\_new;

printf("Enter the points : ");

printf("\n x1,y1 \t");

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

initgraph(&graphdriver,&graphmode,"C:\\TURBOC3\\BGI");

putpixel(x1,y1,7);

printf("enter the translation Co-ordinator \n");

printf("x,y \n");

scanf("%d%d",&x,&y);

x\_new=x1+x;

y\_new=y1+y;

printf("Point after trnslation");

putpixel(x\_new,y\_new,9);

getch();

closegraph();

}

OutPut –



