# SOURCE CODE:

#include<stdio.h>

#include<conio.h> #include<graphics.h>

#include<dos.h> #include<graphics.h> #include<stdlib.h> int main()

{

int gdriver=DETECT, gmode, error;

int x1, x2, x3, x4, y1, y2, y3, y4, dx, dy; initgraph(&gdriver, &gmode,"C:\\TURBOC3\\BGI");

printf("Enter the co-ordinates for 1 line making a rectangle:"); scanf("%d%d",&x1, &y1);

printf("Enter the co-ordinates for 2 line making a rectangle:"); scanf("%d%d",&x2, &y2);

printf("Enter the co-ordinates for 3 line making a rectangle:"); scanf("%d%d",&x3, &y3);

printf("Enter the co-ordinates for 4 line making a rectangle:"); scanf("%d%d",&x4, &y4);

printf("Enter the dx and dy value:"); scanf("%d%d",&dx, &dy);

line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x4,y4);

line(x4,y4,x1,y1);

x1 = x1+dx; y1 = y1+dy; x2 = x2+dx; y2 = y2+dy; x3 = x3+dx; y3 = y3+dy; x4 = x4+dx; y4 = y4+dy;

line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x4,y4);

line(x4,y4,x1,y1); getch(); closegraph(); return 0;

}

# OUTPUT:

