

Source code of rectangle

```
#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:

```
Enter the co-ordinates for 1 line making a rectangle:80 80
Enter the co-ordinates for 2 line making a rectangle:80 150
Enter the co-ordinates for 3 line making a rectangle:220 150
Enter the co-ordinates for 4 line making a rectangle:220 80
Enter the dx and dy value:150 20
```

