Source code:

```
#include<stdio.h>

#include<graphics.h>

#include<conio.h>

#include<dos.h>

#include<math.h>

#include<stdlib.h>


int main()

{


        int graphdriver=DETECT, graphmode, errorcode;

        int i;

        int x1, y1, x, y, x2, y2;

        printf("Enter the points: ");

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

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

        putpixel(x1,y1,7);

        printf("\n Enter the translation co-ordinates: ");

        printf("x, y");

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

        x2= x1+x;

        delay(100);

        y2 = y1+y;

        delay(100);
```

```c
printf("\n Line after translation: ");

putpixel(x2,y2,8);

getch();

closegraph();

return 0;

}
```

Output: