**Implement Two-dimensional Translation on a Point.**

**Program.**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main(){

int x,y,tx,ty;

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI" );

printf("Enter coordinates\n");

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

putpixel(x,y,7);

printf("Enter translation coordinates\n");

scanf("%d%d",&tx,&ty);

x=x+tx;

y=y+ty;

putpixel(x,y,7);

getch();

}

**Output.**

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