**ALGORITHM:**

1.      Start

2.      Initialize the graphics mode.

3.      Construct a 2D object  (use Drawpoly()) e.g. (x,y)

4.      B)  Scaling

a.       Get the scaling value Sx,Sy

b.       Resize the object with Sx,Sy  (x’=x\*Sx,y’=y\*Sy)

c.       Plot (x’,y’)