

```
#include <iostream.h>
```

```
#include <conio.h>
```

```
#include <graphics.h>
```

```
void trans (int *x1, int *y1, int *x2, int *y2, int *x3,
            int *y3, int *tx1, int *ty1, int *tx2, int *ty2)
{
```

```
    *x1 = *x1 + *tx1 + *tx2;
```

```
    *x2 = *x2 + *tx1 + *tx2;
```

```
    *x3 = *x3 + *tx1 + *tx2;
```

```
    *y1 = *y1 + *ty1 + *ty2;
```

```
    *y2 = *y2 + *ty1 + *ty2;
```

```
    *y3 = *y3 + *ty1 + *ty2;
```

```
}
```

```
void main()
```

```
{
```

```
    int gd = DETECT, gm;
```

```
    initgraph (&gd, &gm, "..\\BG1");
```

```
    int x1=100, y1=100, x2=150, y2=50, x3=200, y3=100,
        tx1, tx2, ty1, ty2;
```

```
    cout << "Enter translation factor:";
```

```
    (cin >> tx1 >> tx2 >> ty1 >> ty2);
```

```
    line (x1, y1, x2, y2);
```

```
    line (x2, y2, x3, y3);
```

```
    line (x3, y3, x1, y1);
```

```
    trans (&x1, &y1, &x2, &y2, &x3, &y3, &tx1, &tx2,
          &ty1, &ty2);
```

```
    line (x1, y1, x2, y2);
```

line (x_2, y_2, x_3, y_3)

line (x_3, y_3, x, y)

getch();

closegraph();

}