#include <stdio.h>

#include <stdlib.h>

#include<graphics.h>

#include<conio.h>

void draw3d(int s,int x[20],int y[20],int d);

void main()

{

int gd=DETECT,gm;

int x[20],y[20],i,s,d;

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

printf("Enter the No of sides : ");

scanf("%d",&s);

for(i=0;i<s;i++)

{

printf("(x%d,y%d) :",i,i);

scanf("%d%d",&x[i],&y[i]);

}

printf("Depth :");

scanf("%d",&d);

draw3d(s,x,y,d);

getch();

setcolor(14);

for(i=0;i<s-1;i++)

{

line(x[i]+200,y[i],x[i+1]+200,y[i+1]);

}

line(x[i]+200,y[i],x[0]+200,y[0]);

getch();//top view

for(i=0;i<s-1;i++)

{

line(x[i],300,x[i+1],300);

line(x[i],300+d\*2,x[i+1],300+d\*2);

line(x[i],300,x[i],300+d\*2);

line(x[i+1],300,x[i+1],300+d\*2);

}

getch();//side view

for(i=0;i<s-1;i++)

{

line(10,y[i],10,y[i+1]);

line(10+d\*2,y[i],10+d\*2,y[i+1]);

line(10,y[i],10+d\*2,y[i]);

line(10,y[i+1],10+d\*2,y[i+1]);

}

getch();

closegraph();

}

void draw3d(int s,int x[20],int y[20],int d)

{

int i,j,k=0;

for(j=0;j<2;j++)

{

for(i=0;i<s-1;i++)

line(x[i]+k,y[i]-k,x[i+1]+k,y[i+1]-k);

line(x[i]+k,y[i]-k,x[0]+k,y[0]-k);

k=d;

}

for(i=0;i<s;i++)

line(x[i],y[i],x[i]+d,y[i]-d);

}

//OUTPUT -

