Name-RANT BISHT CLASS ROLL ND-27 SEC-B
SEM-6 SUBJECT-COMPUTER GRAPHICS & ANIMATION
SUBJECT CODE - PBC 602 FATHER'S NAME-SANJAY KUMARUNIVERSITY ROLL NO-1121109

928 # Include & stdio . h > े कि कि कि कि कि कि कि कि कि # include (como o hs # include (graphic oh) # Enclude < math . h> rold main () 5 int x1, x2, x3, y1, y2, y3; Put gd= DETECT, gm; mitgraph (&gd, &gm,"); print ("Enter the 1st point for triangle:");

reant ("God "/od", & 21, &y 1);

print ("Gotten the 2nd point for triangle");

print ("God "/od", & 22, &y 2);

print ("Forter the 3rd print");

print ("God "/od", & 13, &y 3);

class derivee()" clear device!); the (x1, x2, x3, y1, y2, y3); getch(); void draw ("ent 21, int 42, int x2, int y2, int x3, int y3) luie (x1, y1, x2, y2); lui (x2, y2, x3, y3); ling (x3, y3, x1, y1);

void tei (But x1, int x2, int x3, int y1, int y2, int y3) party (" Frank Enter Transaction coordinates")
scanf ("god od 1/27, by); al = x1 +x; 62 = y2+ y; a3 = x3+x; b3 = y3+ y; luis (92, b2, 92, b2); line (a2, b2, a3, b3); line (a3, b3, a1, b1);

Enter the 1st point for the triangle:100 150 Enter the 2nd point for the triangle:320 210 Enter the 3rd point for the triangle:432 320

