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Subject => Computer graphics

Course => BCA (B).

```
void findNew cordinates (int S[][2],
            int P[][1])
{
    int temp[2][1] = {0};

    for (int i = 0; i < 2; i++)
        for (int j = 0; j < 1; j++)
            for (int k = 0; k < 2; k++)
                temp[i][j] += (s[i][k]
                            → P[k][j]);

    P[0][0] = temp[0][0];
    P[1][0] = temp[1][0];

    void scale (int x[], int y[], int sx, int sy)
    {
        line (x[0], y[0], x[1], y[1]);
        line (x[1], y[1], x[2], y[2]);
        line (x[2], y[2], x[0], y[0]);

        int S[2][2] = {sx, 0, 0, sy};
        int P[2][1];

        for (int i = 0; i < 3; i++)
        {
            P[0][0] = x[i]
            P[1][0] = y[i];
```

```c
Find NewCordinates (s, P);
    x[i] = P[0][0];
    y[i] = P[1][0];
}

line (x[0], x[1], y[1]);
line (x[1], y[1], x[2], y[2]);
line (x[2], y[2], x[0], y[0]);
}

int main()
{  int x[] = {100, 200, 300};
   int y[] = {200, 100, 200};
   int sx = 2, sy = 2;
   int gd, gm;

   detectgraph(&gd, &gm);
   initgraph(&gd, &gm, " ");
   Scale (x, y, sx, sy);
   getch();

   return 0;
}
```