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Course: BCA 6B
University Roll no: 32
Subject: Computer graphics
Exam type: Regular
Paper type: Regular

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Ques 2:- P2 :-

```
#include <stdio.h>
#include <conio.h>
#include <graphics.h>
#include <process.h>
#include <math.h>
int x1, y1, x2, y2, y3, y3, mx, my;
void draw();
void tri();

void main()
{
int gd = DETECT, gm;
int c;
initgraph (&gd, &gm, "..");
printf ("Enter the 1st point for
    the triangle");
scanf ("%d %d", &x1, &y1);
printf ("Enter the 2nd point for the
    triangle");
scanf ("%d %d", &x2, &y2);
printf ("Enter the 3rd point for the
    triangle:");
scanf ("%d %d", &x3, &y3);

cleardevice();
draw();
getch();
tri();
getch();
}
```

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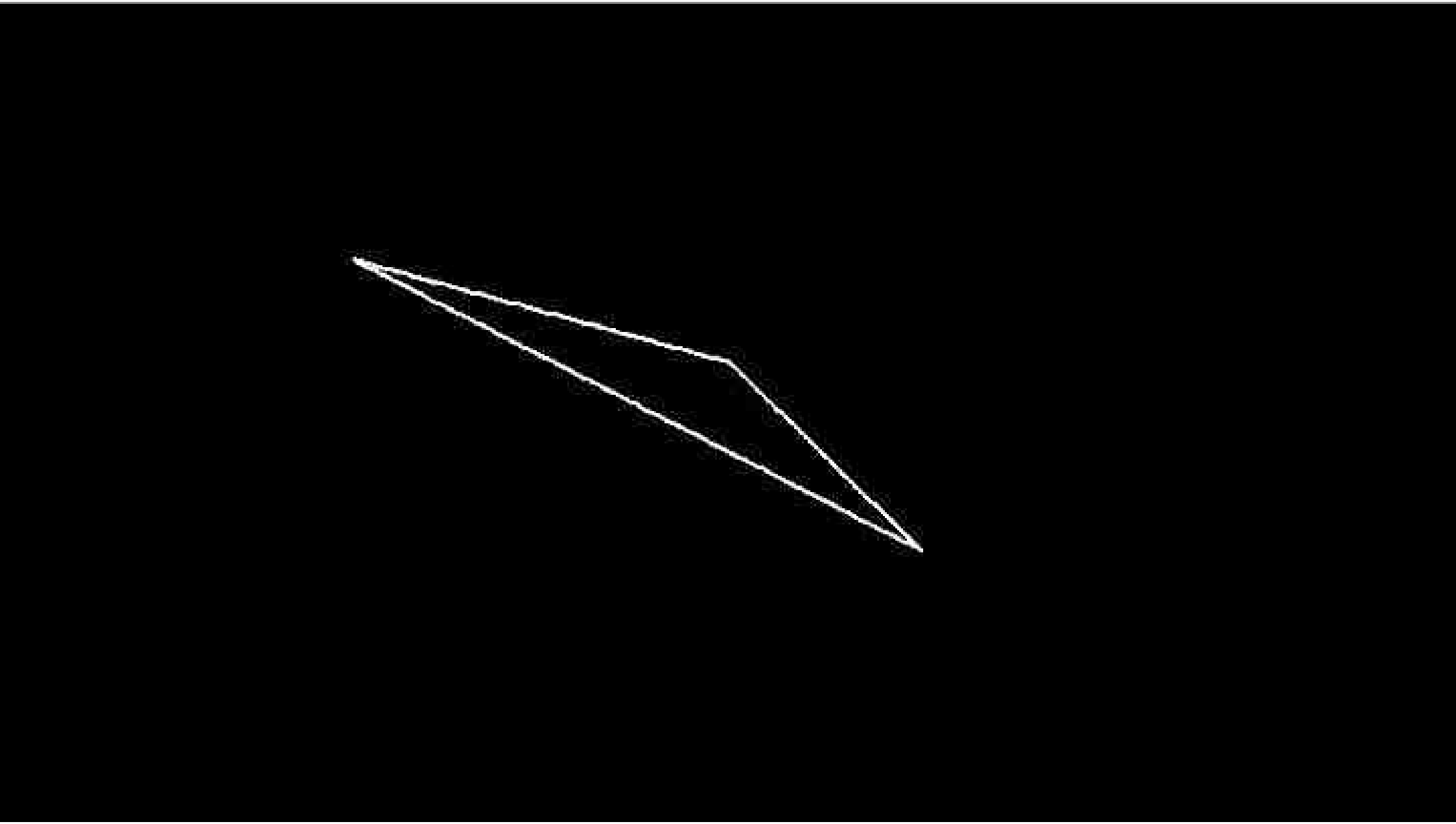
```
void draw()
{
line(x1,y1,x2,y2);
line(x2,y2,x3,y3);
line(x3,y3,x1,y1);
}
void tri()
{
int x,y,a1,a2,a3,b1,b2,b3;
printf("enter the translation coordinates");
scanf("%d %d",&x,&y);
cleardevice();
a1=x1+x;
b2=y1+y;
a2=x2+x;
b2=y2+y;
a3=x3+x;
b3=y3+y;
line(a1,b1,a2,b2);
line(a2,b2,a3,b3);
line(a3,b3,a1,b1);
}
```

```
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
```