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Q 2-
```c
#include <stdio.h>
#include <conio.h>
#include <graphics.h>
#include <Process.h>
#include <math.h>
int x1, y1, x2, y2, x3, y3, mx, my;

void draw();
void tri();

void main()
{
    int gd= DETECT, gm;

    int c;
    intgraph (&gd, &gm, :-\\bgi");
    printf ("Enter the 1st Point yur
    the triangle:");
    scanf ("%d %d", &x1, &y1);

    printf ("%d %d", &y1, &y1);
    printf (Enter the    2nd Point yur
    the triangle:");

    scanf ("%d %d" &y2, &y2);
    printf ("Entr  the 3rd Point of
    the triangle:");

    scanf ("%d %d", &y3, &y3);
```

```
Clear device();
draw();
getch();
tri();
getch();
}

void draw()
{
    line (u1, y1, u2, y2);
    line (u2, y2, u3, y3);
    line (u3, y3, u4, y1);
}

Void hi()
{
    int u, y, u1, a2, a3, b1, b2, b3;

    Printf ("Entr te          transaction
        Coordinets ");
    Scanf ("%d %d ", &u, &y );
    Clear device();
    a1 = u1 + u;
    b1 = y1 + y;
    a2 = u2 + u;
    b2 = y2 + y;
    a3 = u3 + u;
    b3 = y3 + y;
```

```
line (a1, b1, a2, b2);
line (a2, b2, a3, b3);
line (a3, b3, a1, b1);
```

}