**Reflection about X-axis and Y-axis:**

**Source Code:**

//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

TForm1 \*Form1;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

int x,y,i,j;

x=Image1->Height;

y=Image1->Width;

for(int i=0;i<=x;i++) {

for(int j=0;j<=y;j++){

Image2->Canvas->Pixels[x-i][j]=Image1->Canvas->Pixels[i][j];

Image4->Canvas->Pixels[x-i][j]=Image3->Canvas->Pixels[i][j];

}

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button2Click(TObject \*Sender)

{

int x,y,i,j;

x=Image1->Height;

y=Image1->Width;

for(int i=0;i<=x;i++){

for(int j=0;j<=y;j++)

{

Image3->Canvas->Pixels[i][y-j]=Image1->Canvas->Pixels[i][j];

Image4->Canvas->Pixels[i][y-j]=Image2->Canvas->Pixels[i][j];

}

}

}

//---------------------------------------------------------------------------

**Output:**

