**SOURCE CODE:**

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

#include <vcl\vcl.h>

#pragma hdrstop

#include "a.h"

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

#pragma resource "\*.dfm"

int a, b, i, j, x, y;

TXaxis \*Xaxis;

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

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

: TForm(Owner)

{

}

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

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

{

x = Image1->Height;

y = Image1->Width;

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

{

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

{

a = i;

b = -j;

b=b+y;

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

}

}

}

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

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

{

x = Image1->Height;

y = Image1->Width;

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

{

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

{

a = -i;

b = j;

a=a+x;

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

}

}

}

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

**OUTPUT:**



