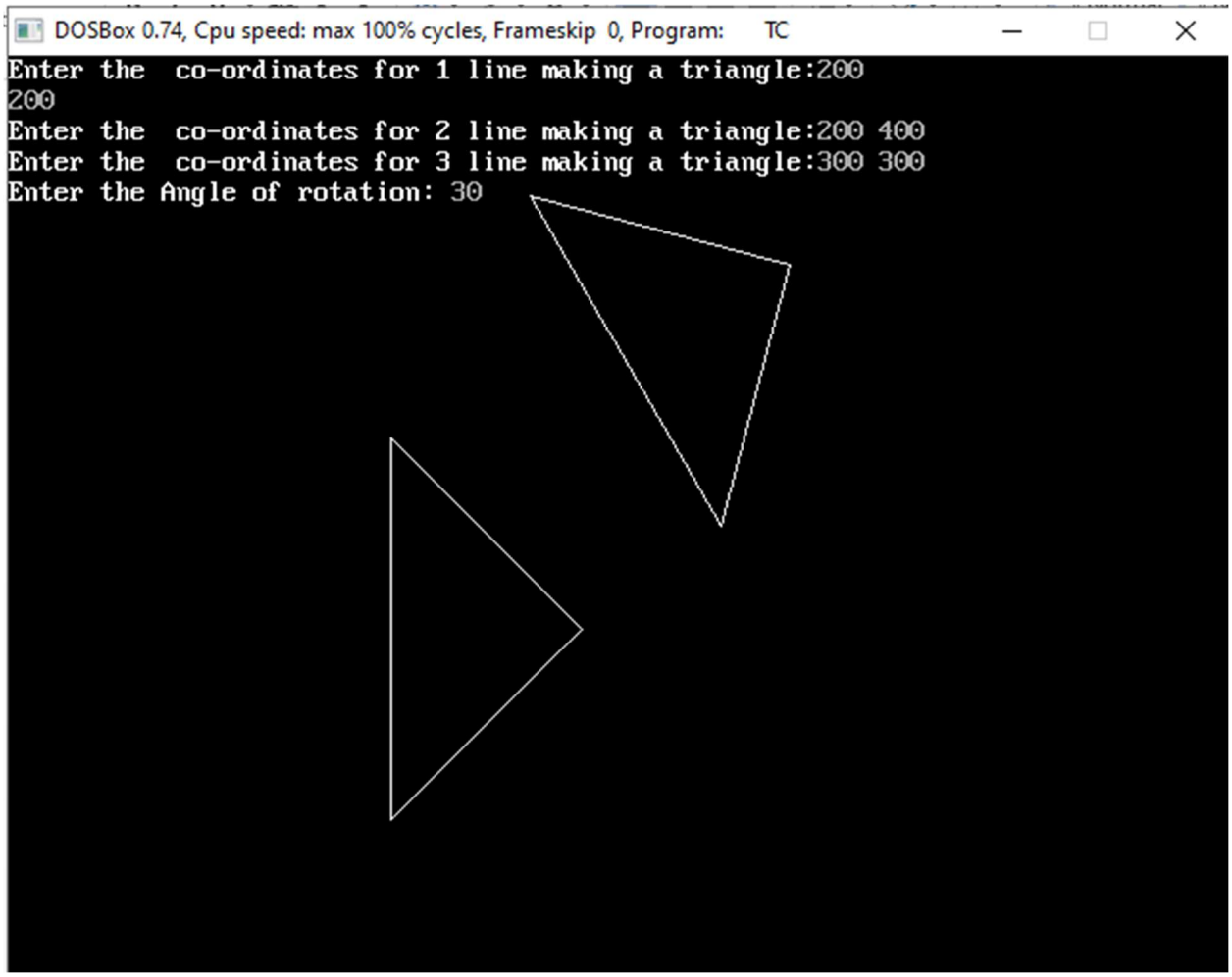
```
#include<stdio.h>
#include<conio.h>
#include<dos.h>
#include<graphics.h>
#include<stdlib.h>
#include<math.h>
int main()
{

int gdriver=DETECT, gmode, error;
int x1, x2, x3, y1, y2, y3;
int deg;
int x11, x22, x33, y11, y22, y33;
float cos0, sin0;
initgraph(&gdriver, &gmode,"C:\\TURBOC3\\BGI");
printf("Enter the  co-ordinates for 1 line making a triangle:");
scanf("%d%d",&x1, &y1);
printf("Enter the  co-ordinates for 2 line making a triangle:");
scanf("%d%d",&x2, &y2);
printf("Enter the  co-ordinates for 3 line making a triangle:");
scanf("%d%d",&x3, &y3);
printf("Enter the Angle of rotation: ");
scanf("%d", &deg);
            sin0=sin(deg*3.14/180);
            cos0=cos(deg*3.14/180);
  line(x1,y1,x2,y2);
  line(x2,y2,x3,y3);
  line(x3,y3,x1,y1);
x11= (x1 * cos0) + (y1 * sin0);
```

```
y11= (-x1 * sin0) + (y1 * cos0);
x22 = (x2*cos0) + (y2 * sin0);
y22 = (-x2 * sin0) + (y2 * cos0);
x33 = (x3 * cos0) + (y3 * sin0);
y33 = (-x3 * sin0) + (y3 * cos0);
    line(x1,y1,x22,y22);
   line(x22,y22,x33,y33);
   line(x33,y33,x1,y1);

getch();
closegraph();
return 0;
}
```


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
Enter the co-ordinates for 1 line making a triangle:200
200
Enter the co-ordinates for 2 line making a triangle:200 400
Enter the co-ordinates for 3 line making a triangle:300 300
Enter the Angle of rotation: 30