

# ***(RCA-551) Computer Graphics & Animation***

## **ASSIGNMENT**

**Aim:** Implement Two-Dimensional Translation on Rectangle.

### **Implement Two-Dimensional Translation on Rectangle.**

```
#include<stdio.
h>
#include<conio.
h>
#include<graphi
cs.h> int main()
{
    int
    gd=DETECT,gm,err
    or; int
    x1,x2,x3,x4,y1,y2,y3
    ,y4; clrscr();
    initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
    scanf("%d%d",&x1,&y1);
    scanf("%d%d",&x2,&y2);
    scanf("%d%d",&x3,&y3);
    scanf("%d%d",&x4,&y4);
    line(x1,y1,x2,y2);
    line(x2,y2,x3,y3);
    line(x3,y3,x4,y4);
    line(x4,y4,x
    1,y1);
    x1=x1+70;
    y1=y1+20;
    x2=x2+70;
    y2=y2+20;
    x3=x3+70;
    y3=y3+20;
    x4=x4+70;
    y4=y4+20;
    line(x1,y1,x2,y2);
    line(x2,y2,x3,y3);
    line(x3,y3,x4,y4);
    line(x4,y4,x
    1,y1);
    getch();
}
```

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

**Output:**

