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

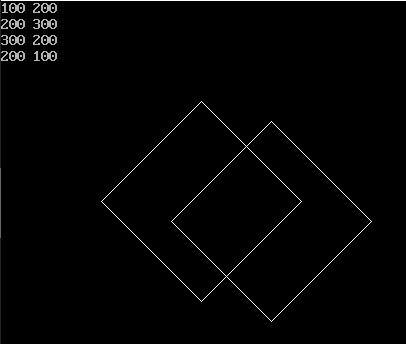
***ASSIGNMENT***

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

## Implement Two-Dimensional Translation on Rectangle.

|  |
| --- |
| #include<stdio.h> #include<conio.h> #include<graphics.h> int main()  {  int gd=DETECT,gm,error; 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,x1,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,x1,y1); getch(); closegraph(); return 0;  } |
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***Output:***

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