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

***ASSIGNMENT***

## *Aim:* Implement Two-dimensional Translation on a Point.

## *Implement Two-dimensional Translation on a Point.*

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| #include<stdio.h>  #include<conio.h>  #include<graphics.h>  void main(){  int gd=DETECT,gm;  initgraph(&gd,&gm,"C:\\TURBOC3\\BGI" );  int x,y,tx,ty;  printf("Enter coordinates\n");  scanf("%d%d",&x,&y);  putpixel(x,y,7);  printf("Enter translation coordinates\n");  scanf("%d%d",&tx,&ty);  x=x+tx;  y=y+ty;  putpixel(x,y,7);  getch();  } |
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