**OUTPUT :**

|  |
| --- |
| Enter co-ordinate of starting vertex, x : 100    Enter co-ordinate of starting vertex, y : 100    Enter co-ordinate of ending vertex, x : 150    Enter co-ordinate of ending vertex, y : 150    Enter the dimension of z-axis : 50    Enter the rotating angle : 45 Y-Axis  Choose the axis of rotation   1. X-Axis 2. Y-Axis 3. Z-Axis   Enter your choice (1-3) : Y-Axis  X’-Axis (0,0) X-Axis  Y’-Axis    Y-Axis  X’-Axis (0,0) X-Axis  Y’-Axis |