```c
//2D-Transformation-translation

#include<conio.h>

#include<graphics.h>

#include<stdio.h>

void main()

{

int gd=DETECT,gm;

// declaring two array

// Translation vector already initialized

int l[2][2],v[2]={10,15},i=0,j;

clrscr();

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

printf("Enter the initial and final coordinates of a line ");


// Getting input from user, having 2D array where 1st row represents initial point

// And Second row represents final coordinate

while(i<2)

{

printf("x%d and y%d = ",i,i);

j=0;

scanf("%d",&l[i][j]);

scanf("%d",&l[i][j+1]);

i++;

}

// Line before translation
```

```
line(l[0][0],l[0][1],l[1][0],l[1][1]);

setcolor(BLUE);

// Line after translation

line(l[0][0]+v[0],l[0][1]+v[1],l[1][0]+v[0],l[1][1]+v[1]); // Adding Translation vector in it to
change the position

getch();

closegraph();

}
```

OUTPUT:-


```
Enter the initial and final coordinates of a line x0 and y0 = 200 300
x1 and y1 = 300 200
```