```
//2D-transformation-scaling

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main(){

int x,y,x1,y1,x2,y2;

int scl_fctr_x,scl_fctr_y;

int gd=DETECT,gm;

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

printf("\t\t\t********** Scaling **********\n");

printf("\n\t\t\t Please enter first coordinate of Triangle = ");

scanf("%d %d",&x,&y);

printf("\n\t\t\t Please enter second coordinate of Triangle = ");

scanf("%d %d",&x1,&y1);

printf("\n\t\t\t Please enter third coordinate of Triangle = ");

scanf("%d %d",&x2,&y2);

line(x,y,x1,y1);

line(x1,y1,x2,y2);

line(x2,y2,x,y);

printf("\n\t\t\t Now Enter Scaling factor x and y = ");

scanf("%d %d",&scl_fctr_x,&scl_fctr_y);

x = x* scl_fctr_x;

x1 = x1* scl_fctr_x;

x2 = x2* scl_fctr_x;

y = y* scl_fctr_y;
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y1 = y1* scl_fctr_y;

y2= y2 * scl_fctr_y ;


line(x,y,x1,y1);

line(x1,y1,x2,y2);

line(x2,y2,x,y);

getch();

closegraph();

}
```

OUTPUT:-