TRANSLATION TRANSFORMATION

```
#include<graphics.h>
#include<iostream.h>
#include<conio.h>
#include<stdlib.h>

void main()
{
     int gd=DETECT, gm;
     initgraph(&gd,&gm," ");
     int xc,yc,r,tx,ty,xc1,yc1,xc2,yc2;
     cout<<"Enter xc,yc,r";
     cin>>xc>>yc>>r;
     setcolor(3);
     circle(xc,yc,r);
     cout<<"Enter tx,ty";
     cin>>tx>>ty;
     xc1=xc+tx;
     yc1=yc+ty;
 //  cleardevice();
     setcolor(5);
     circle(xc1,yc1,r);
     cout<<"enter tx,ty for inverse translation";
     cin>>tx>>ty;
     xc2=xc-tx;
     yc2=yc-ty;
```

```
        setcolor(7);
        circle(xc2,yc2,r);
        getch();
        closegraph();
}
```