INPUT

```
 ≡  File   Edit   Search   Run   Compile   Debug   Project   Options        Window   Help
┌[■]══════════════════════════ MARIAEXP.C ══════════════════════════1=[↕]┐
#include<graphics.h>
#include<math.h>
void main()
{
int x,y,x1,y1,x2,y2,x3,y3;
float angle,th ;_
int gd=DETECT,gm;
initgraph(&gd,&gm,"c://turboc3//bgi");
printf("\nenter starting and ending co-ordinates of line:") ;
scanf("%d%d%d%d",&x1,&y1,&x2,&y2);
line(x1,y1,x2,y2);
printf("\nenter rotation angle:");
scanf("%f",&angle) ;
th=(angle*3.14)/180;
x=x1*cos(th)-y1*sin(th);
y=x1*sin(th)+y1*cos(th);
line(x,y,x2,y2);
getch();
closegraph();
}
└──── 8:17 ══◄□
F1 Help   Alt-F8 Next Msg   Alt-F7 Prev Msg   Alt-F9 Compile   F9 Make   F10 Menu
```

OUTPUT

```
enter starting and ending co-ordinates of line:100 100 200 200

enter rotation angle:45
```