Practical No:-7(Translation)

Input:-

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm,x,y,x1,y1,tx,ty,x2,y2,x3,y3;

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

printf("Enter starting co-ordinate:");

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

printf("Enter ending co-ordinate:");

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

rectangle(x,y,x1,y1);

printf("Enter translation distance of tx & ty");

scanf("%d%d",&tx,&ty);

x2=x+tx;

y2=y+ty;

x3=x1+tx;

y3=y1+ty;

rectangle(x2,y2,x3,y3);

getch();

closegraph();

}

Output:-

