#include<stdio.h> #include<conio.h> #include<math.h> #include<process.h> #include<graphics.h> int x1,x2,y1,y2,mx,my,depth; void main() { int gd=DETECT,gm,c,x1,x2,y1,y2,mx,my,depth,a1,b1,a2,b2,dep; float t; initgraph(&gd,&gm,"c:\\tc\\bgi"); printf("TRANSFORMATINON ROTATION \n"); printf("enter first top value(x1,y1)="); scanf("%d%d",&x1,&y1); printf("enter right bottom value="); scanf("%d%d",&x2,&y2); depth=(x2-x1)/4; bar3d(x1,y1,x2,y2,depth,1); printf("\n enter the agle for rotate="); scanf("%f",&t);t=t\*(3.14/180); a1=(x1)\*cos(t)-(y1)\*sin(t); a2=(x2)\*cos(t)-(y2)\*sin(t); b1=(x1)\*sin(t)+(y1)\*cos(t); b2=(x2)\*sin(t)+(y2)\*cos(t); bar3d(a1,b1,a2,b2,depth,1); setcolor(5); getch(); closegraph(); }

