Practical No:-9 shearing(Y-axis)

Input:-

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm,x,y,x1,y1,x2,y2,x3,y3,shear\_f;

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

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

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

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

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

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

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

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

scanf("%d%d",&x3,&y3);

printf("Enter shearing factor y:");

scanf("%d",&shear\_f);

cleardevice();

line(x,y,x1,y1);

line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x,y);

setcolor(RED);

y=y+ x\*shear\_f;

y1=y1+ x1\*shear\_f;

y2=y2+ x2\*shear\_f;

y3=y3+ x3\*shear\_f;

line(x,y,x1,y1);

line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x,y);

getch();

closegraph();

}

Output:-

