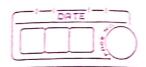


Problem definition: Write a (++ program to implement reflection of all object about x-axis, y axis this rotate abject about arbitrary point given by over. Objective: To be able to implement the transformations to reflections & rotation. Outcome: Understanding of reflection & rotation about axea. Theory: The following are the basic reflections in about x-axis in about x-axis in about x-axis in about x-axis about x-axis reach vertex a coordinate change their sign. The matrix is an hollows: [1 0 0] T: 0 -1 0 T: 0 -1 0		
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T: 01 0	Lol	subs:
12, 2 LAO ON LAJORE WELLING		



	i) About y axis: the y-coordinates the same where as the x-coordinates change their sign This can be achieved by:
. (1	The same whose as the reconstruction
	change their sign
	This can be acheved by.
	T: 100
	T: [-1 0 0] 0 1 0 0 0 1 1
	60017
. A	iii) About x=y: This is the line indired at an angle of 45 writ the
	at an angle of 45 wr. I the
	x-axis.
	T = [0 0] (00)
	100
	(00 1)
	iv) About x=-y-This is the line inclined at an angle of -45 /+135 to the x-axis
	an angle of -45 /+135 to the p-axis
	T: 0-10
	-100
	6001
	-> An object can be rotated at an angle.
r.	a with an arbitrary of (x,y) as
	tolows:
	,- Translate object by (-x, -y)
	- rotate by angle d. " - rotate retranslate by (x, y)
	- setate se togishte by (x,y)
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