#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

int gd,gm,x0,y0,x1,y1,x2,y2,xr,yr,t,r,nx0,ny0,nx1,ny1,nx2,ny2;

printf("Enter co ordinates of triangle:");

scanf("%d%d%d%d%d%d",&x0,&y0,&x1,&y1,&x2,&y2);

printf("Enter reference point and angle of rotation:");

scanf("%d%d%d",&xr,&yr,&r);

getch();

clrscr();

detectgraph(&gd,&gm);

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

line(x0,y0,x1,y1);

line(x1,y1,x2,y2);

line(x2,y2,x0,y0);

x0=x0-xr;

y0=y0-yr;

x1=x1-xr;

y1=y1-yr;

x2=x2-xr;

y2=y2-yr;

t=(3.14\*r)/180;

nx0=abs(x0\*cos(t)-y0\*sin(t));

ny0=abs(x0\*sin(t)+y0\*cos(t));

nx1=abs(x1\*cos(t)-y1\*sin(t));

ny1=abs(x1\*sin(t)+y1\*cos(t));

nx2=abs(x2\*cos(t)-y2\*sin(t));

ny2=abs(x2\*sin(t)+y2\*cos(t));

nx0=nx0+xr;

ny0=ny0+yr;

nx1=nx1+xr;

ny1=ny1+yr;

nx2=nx2+xr;

ny2=ny2+yr;

line(nx0,ny0,nx1,ny1);

line(nx1,ny1,nx2,ny2);

line(nx2,ny2,nx0,ny0);

getch();

closegraph();

}

OUTPUT:



