```cpp
#include<iostream.h>

#include<graphics.h>

#include<conio.h>

#include<math.h>

#include<dos.h>

void main()

{

//variables for coordinates

int x1,y1,x2,y2,x3,y3;

//init graphics drivers

int gd=DETECT,gm;

initgraph(&gd,&gm, "c:\\turboc3\\bgi");

 //thses lines are just for the understanding of screen layout

 //diagonal line

 line(0,0,getmaxx(),getmaxy());

 //vertical (left)

 line(0,0,0,getmaxy());

 //horizantal (top)

 line(0,0,getmaxx(),0);

 //vertical (right)

 line(getmaxx(),0,getmaxx(),getmaxy());

 //horizantal (bottom)

 line(0,getmaxy(),getmaxx(),getmaxy());

//read three coordinates(for trianlge)

cout<<"enter coordinates"<<endl;

cin>>x1>>y1>>x2>>y2>>x3>>y3;

//draw three lines of original trianlge
```

```
line(x1,y1,x2,y2);

line(x2,y2,x3,y3);

line(x3,y3,x1,y1);

//draw three lines of reflectec triangle

//by using x' = y and y' = x formulas (reflection about line y = x)

line(y1,x1,y2,x2);

line(y2,x2,y3,x3);

line(y3,x3,y1,x1);

//end of program

getch();

closegraph();

}
```