Assignment 4

Code:

```
#include<iostream>
#include<graphics.h>
#include<math.h>
using namespace std; class
transform
{
   public: int
         m,a[20][20],c[20][20];
         int i,j,k; public:
         void object(); void
         accept();
         void operator*(float b[20][20])
        {
                for(int i=0;i< m;i++)
                        for(int j=0;j< m;j++)
                        { c[i][j]=0;
                                for(int k=0;k< m;k++)
                                \{c[i][j]=c[i][j]+(a[i][k]*b[k][j]);
                        }
                }
        }
};
void transform::object()
   int gd,gm;
   gd=DETECT;
   initgraph(&gd,&gm,NULL);
line(300,0,300,600);
line(0,300,600,300); for(i=0;i< m-1;i++)
{
   line(300+a[i][0],300-a[i][1],300+a[i+1][0],300-a[i+1][1]);
   line(300+a[0][0],300-a[0][1],300+a[i][0],300-a[i][1]);
   for(i=0;i< m-1;i++)
   {
         line(300+c[i][0],300-c[i][1],300+c[i+1][0],300-c[i+1][1]);
   }
```

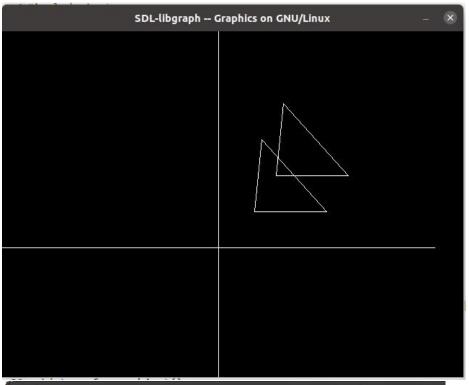
```
line(300+c[0][0],300-c[0][1],300+c[i][0],300-c[i][1]);
   int temp; cout<<"Press 1 to continue";
   cin>>temp;
   closegraph();
}
void transform::accept()
cout<<"\n";
cout<<"Enter the number of edges";
cin>>m;
cout<<"\nEnter the co-ordinates:";
for(int i=0;i< m;i++)
{ for(int j=0;j<3;j++)
   \{ if(j>=2) \}
        a[i][j]=1;
        else
        cin>>a[i][j]
        }
   }
};
int main()
{ int ch,tx,ty,sx,sy; float
   deg,theta,b[20][20];
   transform t; t.accept();
cout<<"\nEnter your choice";
   cout<<"\n1.Translation"
        "\n2.Scaling"
   "\n3.Rotation"; cin>>ch;
   switch(ch)
{
   case 1:cout<<"\nTRANSLATION
        OPERATION\n"; cout<<"Enter value for tx
        and ty:"; cin>>tx>>ty;
        b[0][0]=b[2][2]=b[1][1]=1;
        b[0][1]=b[0][2]=b[1][0]=b[1][2]=0; b[2][0]=tx;
        b[2][1]=ty; t*b;
                t.object();
                break;
   case 2:cout<<"\nSCALING
        OPERATION\n"; cout<<"Enter value
        for sx,sy:"; cin>>sx>>sy; b[0][0]=sx;
        b[1][1]=sy;
        b[0][1]=b[0][2]=b[1][0]=b[1][2]=0;
        b[2][0]=b[2][1]=0; b[2][2]=1; t*b;
```

```
t.object();
                break;
  case 3:cout<<"\nROTATION
        OPERATION\n"; cout<<"Enter value for
        angle:"; cin>>deg;
        theta=deg*(3.14/100);
        b[0][0]=b[1][1]=cos(theta);
        b[0][1]=sin(theta); b[1][0]=sin(-theta);
        b[0][2]=b[1][2]=b[2][0]=b[2][1]=0;
        b[2][2]=1; t*b;
                t.object();
                break;
  default:
        cout<<"\nInvalid choice";
  }
getch();
return 0;
```

OUTPUT:

}

```
student@student: ~/Documents
                                                   Q
(base) student@student:~$ cd Documents
(base) student@student:~/Documents$ g++ cg4.cpp -o cg.cpp -lgraph
(base) student@student:~/Documents$ ./cg.cpp
Enter the number of edges3
Enter the co-ordinates:50
50
150
50
60
150
Enter your choice
1.Translation
2.Scaling
3.Rotation1
TRANSLATION OPERATION
Enter value for tx and ty:30
Press 1 to continue[xcb] Unknown sequence number while processing queue
[xcb] Most likely this is a multi-threaded client and XInitThreads has
not been called
[xcb] Aborting, sorry about that.
cg.cpp: ../../src/xcb_io.c:260: poll_for_event: Assertion `!xcb_xlib_th
reads_sequence_lost' failed.
```



```
student@student: ~/Documents Q = -
(base) student@student:~$ cd Documents
(base) student@student:~/Documents$ g++ cg4.cpp -o cg.cpp -lgraph
(base) student@student:~/Documents$ ./cg.cpp
Enter the number of edges3
Enter the co-ordinates:50
50
150
50
60
150
Enter your choice
1.Translation
2.Scaling
3.Rotation2
SCALING OPERATION
Enter value for sx,sy:2
Press 1 to continue[xcb] Unknown sequence number while processing queue
[xcb] Most likely this is a multi-threaded client and XInitThreads has
been called
[xcb] Aborting, sorry about that.
cg.cpp: ../../src/xcb_io.c:260: poll_for_event: Assertion `!xcb_xlib_th
```

