```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<math.h>
void lines(int x1,int y1,int x2,int y2);
void rotate(int x1, int y1,int x2,int y2);
void main()
{
   int gd=DETECT,gm=DETECT;
   int x1,x2,y1,y2;
   initgraph(&gd,&gm,"c:\\tc\\bgi");
   detectgraph(&gd,&gm);
   printf("ENTER THE POINTS FOR THE LINE:");
   scanf("%d %d %d %d",&x1,&y1,&x2,&y2);
   lines(x1,y1,x2,y2);
   getch();
   cleardevice();
   rotate(x1,y1,x2,y2);
   setcolor(2);
   lines(x1,y1,x2,y2);
   getch();
}
void lines(int x1,int y1, int x2,int y2)
{
   line(x1,y1,x2,y2);
}
void rotate(int x1,int y1, int x2,int y2)
{
   int m1,n1,m2,n2;
   float angle;
   printf("Enter the Angle of Rotation:");
   scanf("%f",&angle);
   cleardevice();
   angle=(angle*3.14)/180;
   m1=(x1*cos(angle)-y1*sin(angle));
   n1=(x1*sin(angle)+y1*cos(angle));
   m2=(x2*cos(angle)-y2*sin(angle));
   n2=(x1*sin(angle)+y2*cos(angle));
   printf("ROTATE");
   line(m1,n1,m2,n2);
}
```