DEPARTMENTOFCOMPUTER ENGINEERING

Name: Devika Bhandari

Class: SE-CMPN

Div./Roll No.: A-1/ 05

```
#include<stdio.h>

#include<graphics.h>
#include<math.h> void
main() {
int gd=0,gm,x1,y1,x2,y2,x3,y3; double s,c, angle;
initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
setcolor(RED) ; printf("Enter coordinates of triangle: ");
scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2, &x3,
&y3); setbkcolor(WHITE); cleardevice(); line(x1,y1,x2,y2);
line(x2,y2, x3,y3); line(x3, y3, x1, y1); getch();
setbkcolor(BLACK); printf("Enter rotation angle: ");
scanf("%lf", &angle); setbkcolor(WHITE); c = cos(angle
*M_PI/180); s = sin(angle *M_PI/180); x1 = floor(x1 * c +
y1 * s); y1 = floor(-x1 * s + y1 * c); x2 = floor(x2 * c + y2
* s);
y2 = floor(-x2 * s + y2 * c); x3 =
floor(x3 * c + y3 * s); y3 =
floor(-x3 * s + y3 * c);
cleardevice();
line(x1, y1 ,x2, y2);
line(x2,y2, x3,y3); line(x3,
y3, x1, y1); getch();
closegraph(); return 0;
}
```

DEPARTMENTOFCOMPUTER ENGINEERING

OUTPUT: