

```

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

#include <math.h>

int main()
{
    int gm;

    int gd=DETECT;

    int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;

    int sx,sy,xt,yt,r;

    float t;

    initgraph(&gd,&gm," ");

    printf("\t Program for basic transactions");

    printf("\n\t Enter the points of triangle");

    setcolor(1);

    scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);

    line(x1,y1,x2,y2);

    line(x2,y2,x3,y3);

    line(x3,y3,x1,y1);

    printf("\n Enter the angle of rotation");

        scanf("%d",&r);

        t=3.14*r/180;

        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));

        nx3=abs(x3*cos(t)-y3*sin(t));

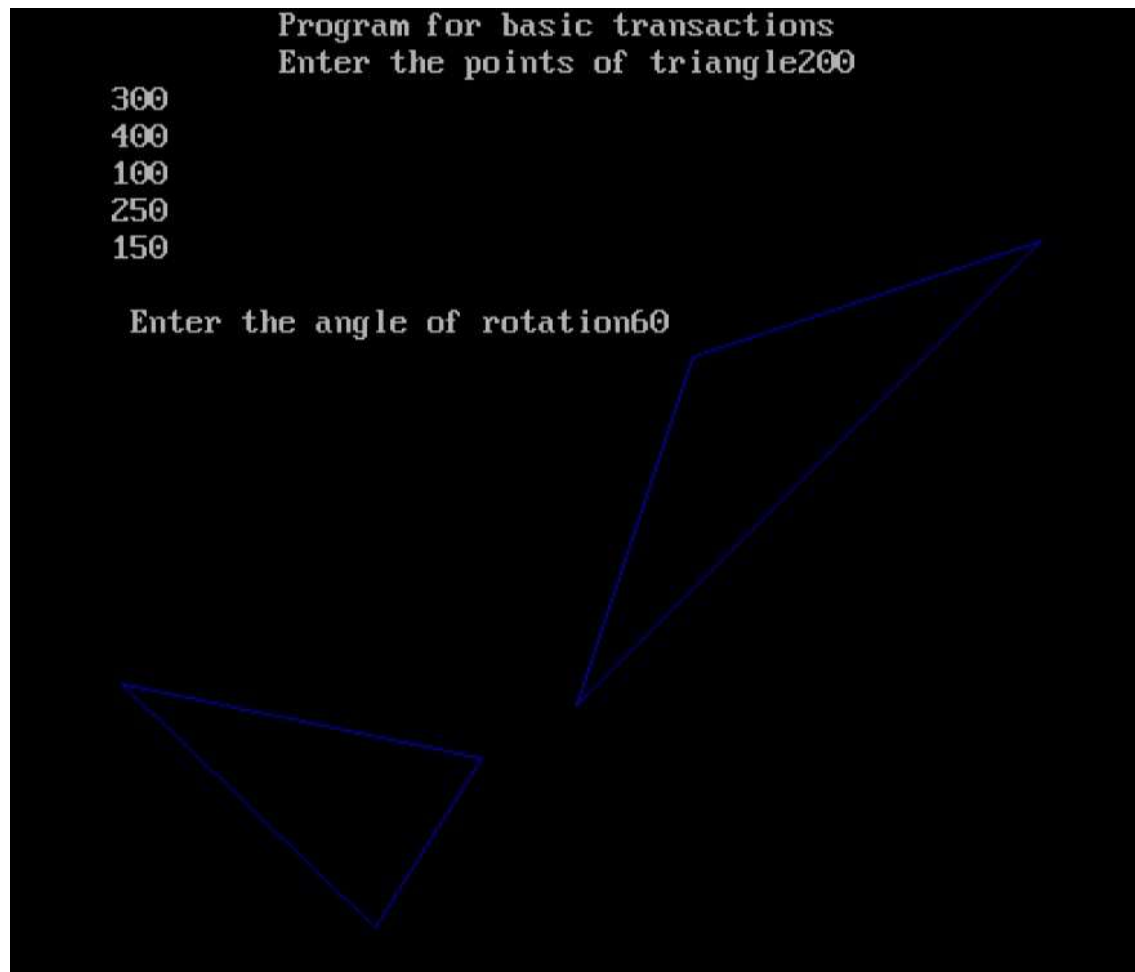
        ny3=abs(x3*sin(t)+y3*cos(t));

        line(nx1,ny1,nx2,ny2);

        line(nx2,ny2,nx3,ny3);

```

```
        line(nx3,ny3,nx1,ny1);  
        getch();  
    closegraph();  
    return 0;  
}
```



```

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

#include <math.h>

int main()
{
    int gm;

    int gd=DETECT;

    int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;

    int sx,sy,xt,yt,r;

    float t;

    initgraph(&gd,&gm," ");

    printf("\t Program for basic transactions");

    printf("\n\t Enter the points of triangle");

    setcolor(1);

    scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);

    line(x1,y1,x2,y2);

    line(x2,y2,x3,y3);

    line(x3,y3,x1,y1);

    printf("\n Enter the scalling factor");

        scanf("%d%d",&sx,&sy);

        nx1=x1*sx;

        ny1=y1*sy;

        nx2=x2*sx;

        ny2=y2*sy;

        nx3=x3*sx;

        ny3=y3*sy;

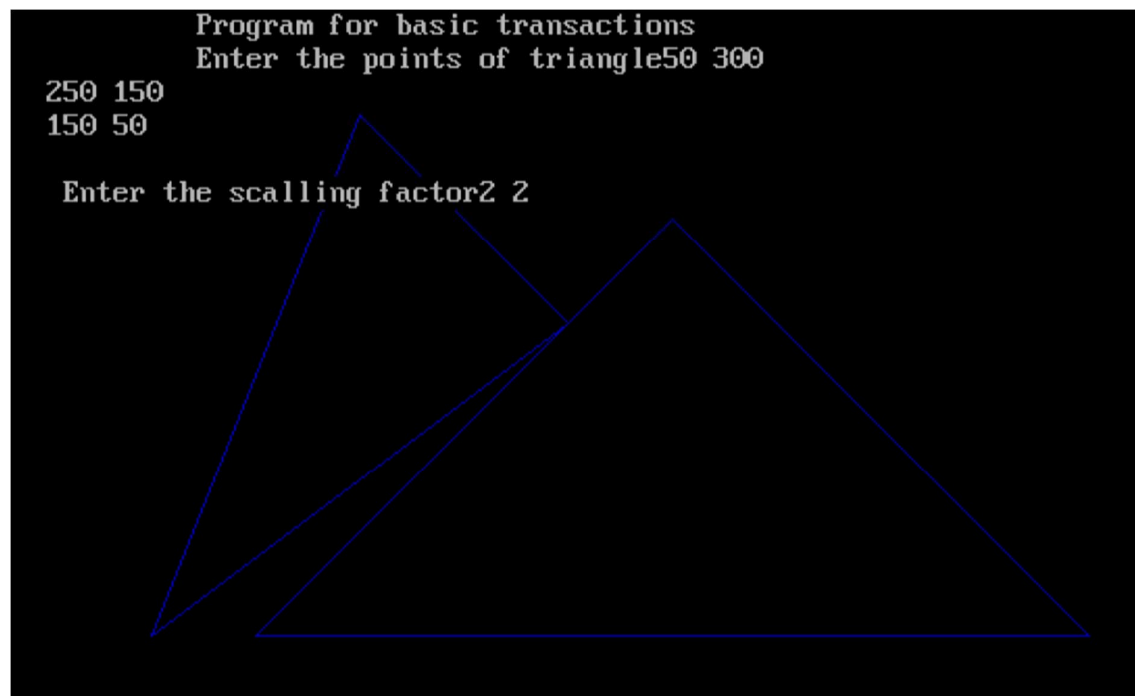
        line(nx1,ny1,nx2,ny2);

        line(nx2,ny2,nx3,ny3);

        line(nx3,ny3,nx1,ny1);

```

```
        getch();  
closegraph();  
}
```



```

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

#include <math.h>

int main()
{
    int gm;

    int gd=DETECT;

    int x1,x2,x3,y1,y2,y3,nx1,nx2,nx3,ny1,ny2,ny3,c;

    int sx,sy,xt,yt,r;

    float t;

    initgraph(&gd,&gm," ");

    printf("\t Program for basic transactions");

    printf("\n\t Enter the points of triangle");

    setcolor(1);

    scanf("%d%d%d%d%d%d",&x1,&y1,&x2,&y2,&x3,&y3);

    line(x1,y1,x2,y2);

    line(x2,y2,x3,y3);

    line(x3,y3,x1,y1);

    printf("\n Enter the translation factor");

    scanf("%d%d",&xt,&yt);

    nx1=x1+xt;

    ny1=y1+yt;

    nx2=x2+xt;

    ny2=y2+yt;

    nx3=x3+xt;

    ny3=y3+yt;

    line(nx1,ny1,nx2,ny2);

```

```
        line(nx2,ny2,nx3,ny3);  
        line(nx3,ny3,nx1,ny1);  
    getch();  
    closegraph();  
}
```

