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Roll no :- 60

```
#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 transac ons");

    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 rota on");

    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));

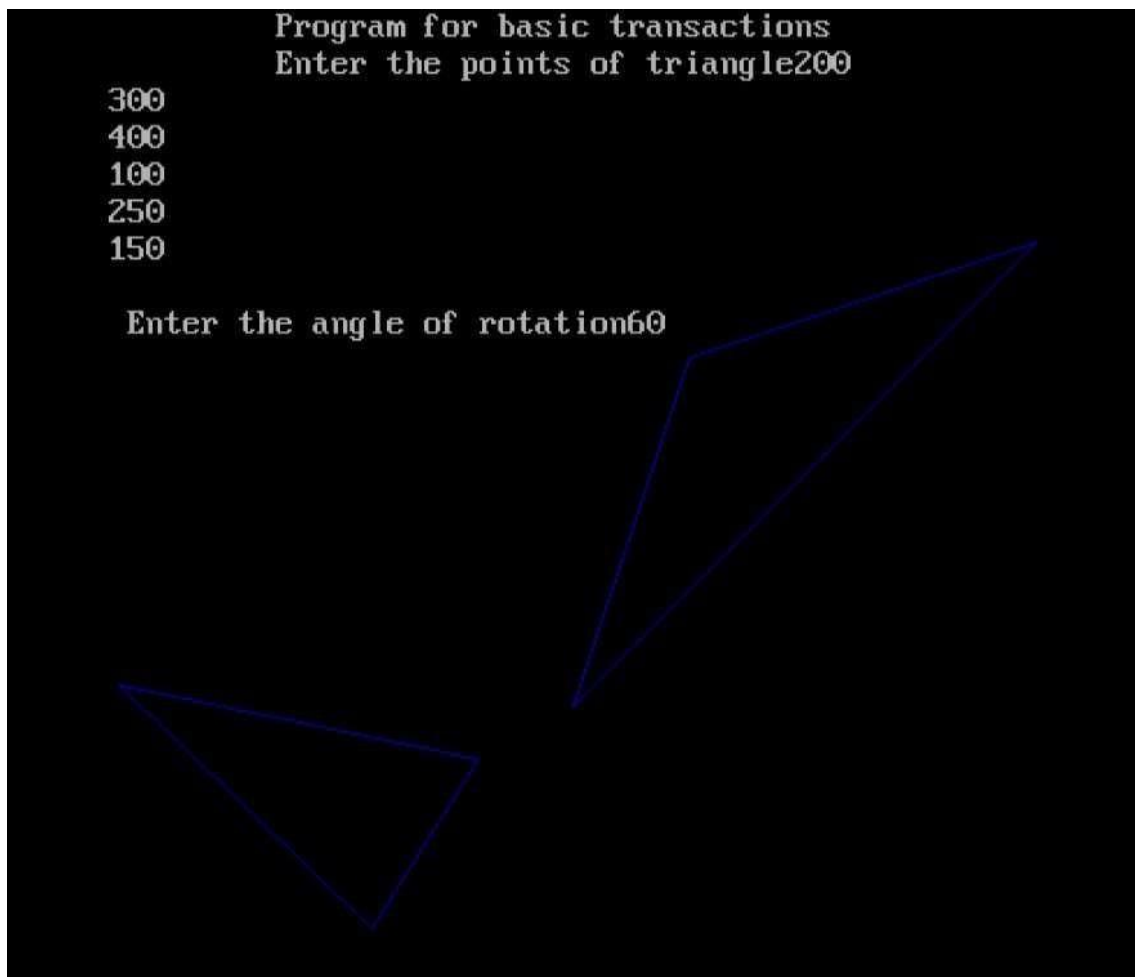
    ny2=abs(x2*sin(t)+y2*cos(t));

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

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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>

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#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," ");          prin ("t Program
for basic transac ons");          prin ("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);

prin ("n Enter the scalling factor");

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

nx1=x1*sx;          ny1=y2*sy;

nx2=x2*sx;          ny2=y2*sy;

nx3=x3*sx;

ny3=y3*sy;          line(nx1,ny1,nx2,ny2);

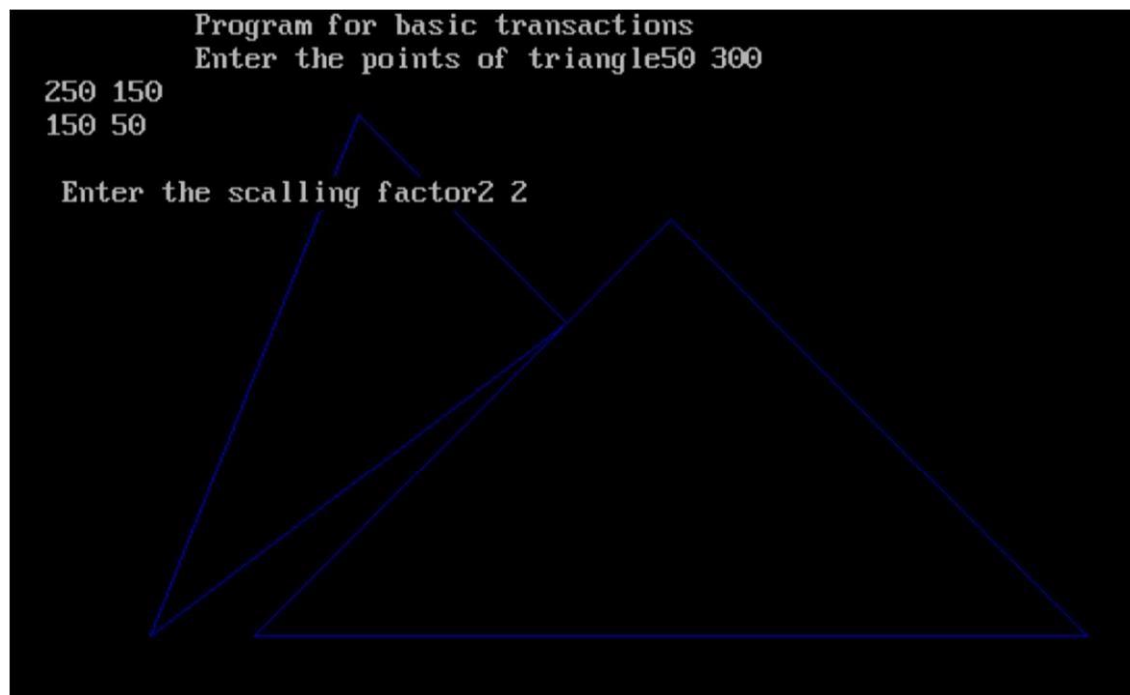
line(nx2,ny2,nx3,ny3);

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," ");        prin ("\t Program
for basic transac ons");        prin ("\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);
prin ("\n Enter the transla on factor");
scanf("%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();
}

```

Program for basic transactions

Enter the points of triangle

200 300

300 200

Enter the translation factor

100 150

