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// C++ program for translation
// of a rectangle
#include<bits/stdc++.h>
#include<graphics.h>
using namespace std;

// function to translate rectangle
void translateRectangle ( int P[][2], int T[])
{
    /* init graph and rectangle() are used for
    representing rectangle through graphical functions */
    int gd = DETECT, gm, errorcode;
    initgraph (&gd, &gm, "c:\\tc\\bgi");
    setcolor (2);
    // rectangle (Xmin, Ymin, Xmax, Ymax)
    // original rectangle
    rectangle (P[0][0], P[0][1], P[1][0], P[1][1]);

    // calculating translated coordinates
    P[0][0] = P[0][0] + T[0];
    P[0][1] = P[0][1] + T[1];
    P[1][0] = P[1][0] + T[0];
    P[1][1] = P[1][1] + T[1];

    // translated rectangle (Xmin, Ymin, Xmax, Ymax)
    // setcolor(3);
    rectangle (P[0][0], P[0][1], P[1][0], P[1][1]);
    // closegraph();
}

// driver program
int main()
{
    // Xmin, Ymin, Xmax, Ymax as rectangle
    // coordinates of top left and bottom right points
    int P[2][2] = {5, 8, 12, 18};
    int T[] = {2, 1}; // translation factor
    translateRectangle (P, T);
    return 0;
}
```