

1. Make a 2x2 scaling matrix S as:
 S_x 0
 0 S_y
2. For each point of the polygon.
 - (i) Make a 2x1 matrix P, where P[0][0] equals to x coordinate of the point and P[1][0] equals to y coordinate of the point.
 - (ii) Multiply scaling matrix S with point matrix P to get the new coordinate.
3. Draw the polygon using new coordinates.