Source Code :

#include<stdio.h>

#include<graphics.h>

#include<stdlib.h>

#include<conio.h>

int main()

{

int gdriver=DETECT, gmode,errorcode;

int xmax,ymax,x1,y1,x2,y2,tx,ty;

initgraph(&gdriver, &gmode, "C:\\TURBOC3\\BGI");

printf("enter the x1 coordinator : \n");

scanf("%d",&x1);

printf("enter the y1 coordinator : \n");

scanf("%d",&y1);

printf("enter the x2 coordinator : \n");

scanf("%d",&x2);

printf("enter the y2 coordinator : \n");

scanf("%d",&y2);

line(x1,y1,x2,y2);

printf("enter the translation Point");

printf("tx : ");

scanf("%d",&tx);

printf("ty : ");

scanf("%d",&ty);

line(x1+tx,y1+ty,x2+ty,y2+ty);

getch();

closegraph();

return 0;

}

OutPut :

