

**CS602-COMPUTER GRAPHICS  
ASSIGNMENT NO-1 S2022**

**SOLVED by: JUNAID MALIK**

# include<graphics.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, (char\*)"C:\\TC\\BGI");

settextstyle(BOLD\_FONT, HORIZ\_DIR, 1);

outtextxy(240, 10, (char\*)"JUNAID MALIK");

setcolor(MAGENTA);

rectangle(1, 40, 630, 450);

int x1 = 40, y1 = 50, x2 = 240, y2 = 50, x3 = 40, y3 = 100, x4 = 240, y4 = 100;

int shx = 4, x = 2, y = 2;

outtextxy(100, 110, (char\*)"ORIGNAL");

setcolor(RED);

setfillstyle(SOLID\_FILL, RED);

line(x1, y1, x2, y2);

line(x1, y1, x3, y3);

line(x3, y3, x4, y4);

line(x2, y2, x4, y4);

floodfill(50, 60, RED);

x1 = x1 + shx \* y1;

x2 = x2 + shx \* y2;

x3 = x3 + shx \* y3;

x4 = x4 + shx \* y4;

// After shearing along x-axies

outtextxy(300, 110, (char\*)"AFTER SHEARED ALONG X-AXIES");

setcolor(YELLOW);

setfillstyle(SOLID\_FILL, YELLOW);

line(x1, y1, x2, y2);

line(x1, y1, x3, y3);

line(x3, y3, x4, y4);

line(x2, y2, x4, y4);

floodfill(300, 60, YELLOW);

// After Scaling

outtextxy(100, 200, (char\*)"AFTER SCALING");

setcolor(GREEN);

setfillstyle(SOLID\_FILL, GREEN);

x1 = 40, x2 = 120, x3 = 240, x4 = 170;

rectangle(x1 \* x, x2 \* y, x3 \* x, x4 \* y);

floodfill(100, 250, GREEN);

getch();

return 0;

}



