SCALING TRANSFORMATION

```
#include<graphics.h>
#include<iostream.h>
#include<conio.h>
#include<stdlib.h>
void main()
{
     int gd=DETECT,gm;
     initgraph(&gd,&gm,"");
     int x1,y1,x2,y2,sx,sy,x3,y3,x4,y4,x5,y5,x6,y6;
     cout<<"x1,y1,x2,y2";
     cin>>x1>>y1>>x2>>y2;
     rectangle(x1,y1,x2,y2);
     cout<<"sx,sy";
     cin>>sx>>sy;
     x3=x1*sx;
     y3=y1*sy;
     x4=x2*sx;
     y4=y2*sy;
     rectangle(x3,y3,x4,y4);
     cout<<"-sx,-sy";
     cin>>sx>>sy;
     x5=x1/sx;
     y5=y1/sy;
     x6=x2/sx;
```

```
        y6=y2/sy;
        rectangle(x5,y5,x6,y6);
        getch();
        closegraph();
}
```