

## TRANSLATION TRANSFORMATION

```
#include<graphics.h>
```

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
#include<stdlib.h>
```

```
void main()
```

```
{
```

```
    int gd=DETECT, gm;
```

```
    initgraph(&gd, &gm, " ");
```

```
    int xc, yc, r, tx, ty, xc1, yc1, xc2, yc2;
```

```
    cout<<"Enter xc, yc, r";
```

```
    cin>>xc>>yc>>r;
```

```
    setcolor(3);
```

```
    circle(xc, yc, r);
```

```
    cout<<"Enter tx, ty";
```

```
    cin>>tx>>ty;
```

```
    xc1=xc+tx;
```

```
    yc1=yc+ty;
```

```
// cleardevice();
```

```
    setcolor(5);
```

```
    circle(xc1, yc1, r);
```

```
    cout<<"enter tx, ty for inverse translation";
```

```
    cin>>tx>>ty;
```

```
    xc2=xc-tx;
```

```
    yc2=yc-ty;
```

```
    setcolor(7);  
    circle(xc2,yc2,r);  
    getch();  
    closegraph();  
}
```