Program of 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();   
}**