

CIS 15 Spring 2010 Lab II.4

These questions continue to build on the point and triangle examples.

1. A new class.

- Create a new class `polygon`.
- This class should have a two data members `name` and `color` both of which are of type `string`.
- The class should have functions to set and get the value of the `name` and `color` datamembers.

2. Inheritance.

- Modify the class definition of `triangle` so that it is derived from `polygon`.
- Modify the constructor for `triangle` so that it sets the `name` which `triangle` inherits from `polygon`.
- Write a function `setColor` for the `triangle` class that sets the value of the `color` member which `triangle` inherits from `polygon`.

Reminder

- The class `point`
 - The `point` class contains two `private` data members `x` and `y`.
 - The class contains `public` functions `set(x, y)` to set the values of `x` and `y`, functions `getX()` and `getY()` to retrieve the values of `x` and `y`, and a function `print()` to print the values of `x` and `y`.
- The class `triangle`.
 - The class `triangle` has 3 `private` data members, each of which is a `point` object.
 - The class contains the `public` function `print` which prints the `x` and `y` values of the three `point` members of `triangle`.