

CIS 15 Spring 2010 Lab III.1

Again we use our old friend `point`..

1. Using a single pointer

- Declare an object `p` of class `point`.
- Declare a pointer `ptr` to class `point` and set it to point to `p`.
- Use `ptr` to print out the attributes of `p`.

2. Dynamic arrays

- Write a program that asks the user to enter the value of an integer `n`.
- Create an array of `n` floats. Prompt the user to enter this number of integers.
(Thus if the user enters 5, create an array of 5 integers, and then prompt the user to enter 5 integers).
- Print the numbers out.

3. Command line arguments again

- Write a program that can be run like this:
`./prog 1 2 3 4`
where the arguments are the coordinates of a set of `point` objects. So in this example, the points would be (1, 2) and (3, 4).
- Create an array of `point` objects depending on the number of coordinates that were entered.
Thus for the above example two `point` objects would be created.
You can deal with odd numbers of coordinates any way you wish.
- Print out the points.

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`.