CIS 15 Spring 2010 Lab III.4

1. Declare a dynamic point
   - Write a new class dPoint which contains two data members, a point, and a pointer to dPoint.
   - Since we are concentrating on dynamic memory here, we will break some C++ rules and make these members both public.

2. Dynamically declare one of these.
   - Dynamically declare an object of type dPoint using new
     Hint: You will need a pointer to keep track of this.
   - Set the value of the x and y members of the point member of your dPoint object.
   - Print out the point member of your dPoint object.

3. Now string these together
   - Declare a second dPoint object. So you don't lose track of it, use the pointer in the first dPoint object to store its address.
   - Set the x and y of the point in this new dPoint.
   - Print out the point member of the new dPoint object.

4. Towards a list
   - Write a new member function for dPoint which will add a new dPoint object and "attach it" by holding the address of the new object in the pointer of the original object.
   - Write a new member function for dPoint which will print out the value of its point member and the value of any the point members of any dPoints which it points to.

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(0 abd getY() to retrieve the values of x and y, and a function print() to print the values of x and y.