

SWE315 : C++

**Homework 5 (there was NO 4) - ( Due date 07-01 : a Week!!)**

Solution:

1. Please send solution to: [zbaharav@cogswell.edu](mailto:zbaharav@cogswell.edu)
2. You know the drill by now: Simply hit reply, and no zipped directories etc.. Just ascii-files or Word documents (or equivalent)

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In this homework you will create (2D!) Point and Line classes.

Please read the below TO-THE-END, as there are important hints at the very bottom.

- a. The Point class should have the following interfaces:
  - i. Constructor:
    1. Empty (set point to origin (0,0) .
    2. Given (x,y)
  - ii. Two getter functions:
    1. `getX()` function.
    2. `getY()` function.
  - iii. Two distance functions:
    1. Distance from another point.
    2. Distance from a line.
  - iv. Overloaded operators:
    1. Plus '+'
    2. Multiple by a float '\*'
    3. Output '<<'
- b. The Line class should have the following interfaces:
  - i. Constructor:
    1. Given two points, define a line.
  - ii. One distance functions:
    1. Distance from a point.
  - iii. Overloaded operators:
    1. Output '<<'

This is how the output of main.cpp (testing program) should look like:

```

C:\Users\Zach\Dropbox\zCpp\Teach_2014\HW5_PointLine\Debug\...
p0 point is:  < 0 , 0 >
p1 point is:  < 3 , 4 >
2*p1 =        < 6 , 8 >
p1+3*p1 =     < 12 , 16 >

Line going through :  < 0 , 2 > < 1 , 3 >
Line equation is :    1*x + -1*y + 2 = 0 ;
Distance to first line from  < 3 , 4 > is : 0.707107

Line going through :  < 2 , 0 > < 2 , 100 >
Line equation is :    1*x + 0*y + -2 = 0 ;
Distance to second line from  < 3 , 4 > is : 1
Press any key to continue . . . _

```

And this is the main.cpp program itself:

**// File: main.cpp**

```

#include <iostream>

#include "Point.h"
#include "Line.h"

using std::cout;
using std::endl;

int main(void)
{
    Point p0;
    cout << "p0 point is: " << p0 << endl;

    Point p1(3,4);
    cout << "p1 point is: " << p1 << endl;

    cout << "2*p1 = " << 2*p1 << endl;
    cout << "p1+3*p1 = " << p1+3*p1 << endl;

    Point pline1(0,2), pline2(1,3);
    Line line1(pline1,pline2);
    cout << "\n\nLine going through : " << pline1 << pline2 << endl;
    cout << "Line equation is : " << line1 << endl;
    cout << "Distance to first line from " << p1 << " is : " <<
p1.distance(line1) << endl;

    Point pline3(2,0), pline4(2,100);
    Line line2(pline3,pline4);
    cout << "\n\nLine going through : " << pline3 << pline4 << endl;
    cout << "Line equation is : " << line2 << endl;
    cout << "Distance to second line from " << p1 << " is : " <<
line2.distance(p1) << endl;

```

```
    system("pause");  
    return 0;  
}
```

**Hints (or guidelines):**

1. Represent the line using 3 parameters (of course only two are needed, but this will keep things simple).

```
// We will use representation:  
// ax+by+c = 0
```

1. When initializing a line, pay attention to the case of vertical line!
2. For a non-vertical line, the values of a,b,c above are given by:

$$\begin{aligned} a &= y_2 - y_1 \\ b &= x_1 - x_2 \\ c &= y_1 * x_2 - x_1 * y_2 \end{aligned}$$

CHECK these on a piece of paper before proceeding to programming: It will save you a lot of heartache!

3. Distance from a point to a line:

[http://en.wikipedia.org/wiki/Distance\\_from\\_a\\_point\\_to\\_a\\_line](http://en.wikipedia.org/wiki/Distance_from_a_point_to_a_line)

$$\text{distance}(ax + by + c = 0, (x_0, y_0)) = \frac{|ax_0 + by_0 + c|}{\sqrt{a^2 + b^2}}$$

=== End of Homework 5 ===