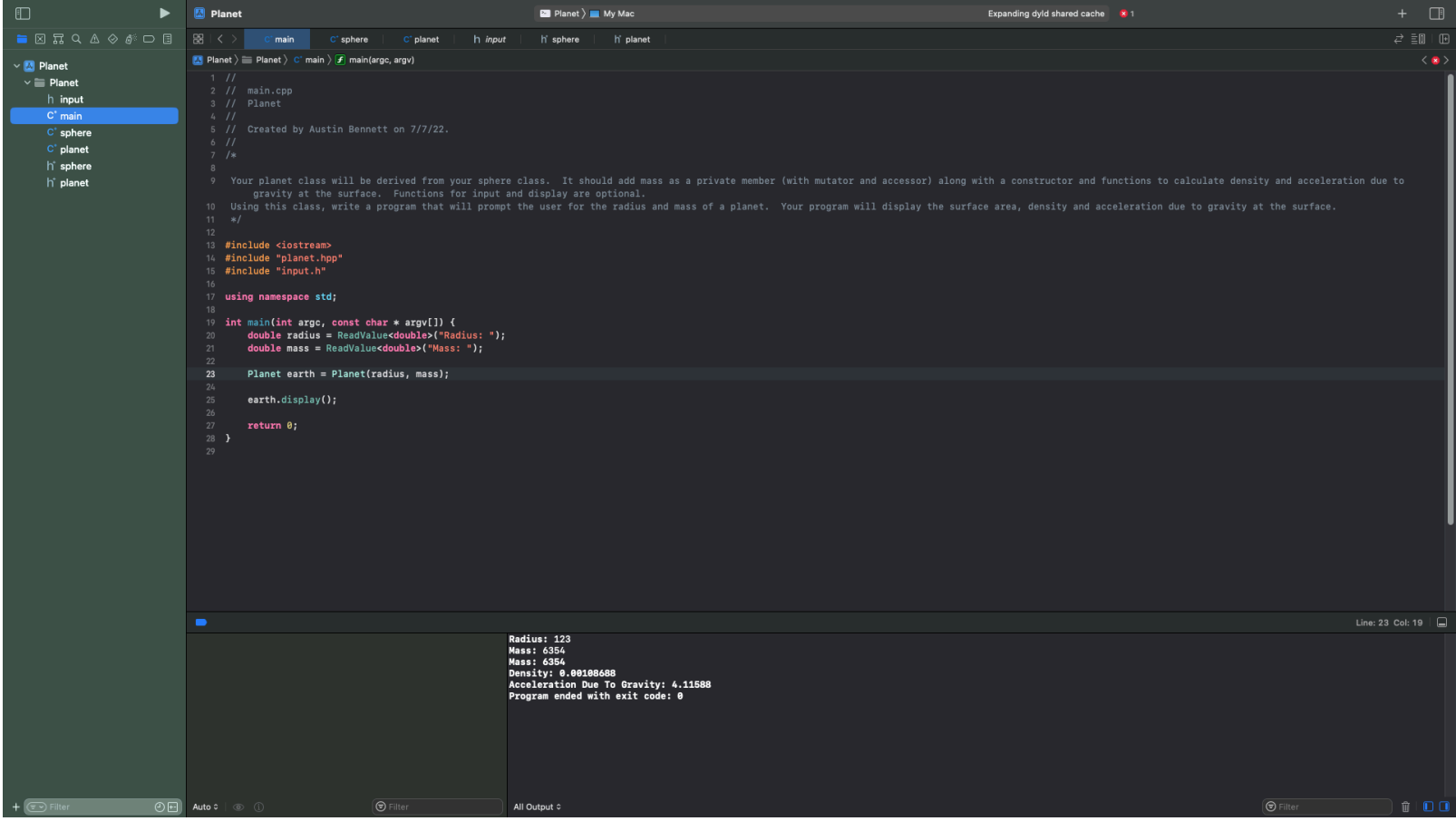
Planet
Planet
input
main
sphere
planet
sphere
planet
Planet
My Mac
Expanding dyld shared cache
main
sphere
planet
input
sphere
planet
Planet
Planet
main
main(argc, argv)
//
// main.cpp
// Planet
//
// Created by Austin Bennett on 7/7/22.
//
/*
Your planet class will be derived from your sphere class. It should add mass as a private member (with mutator and accessor) along with a constructor and functions to calculate density and acceleration due to gravity at the surface. Functions for input and display are optional.
Using this class, write a program that will prompt the user for the radius and mass of a planet. Your program will display the surface area, density and acceleration due to gravity at the surface.
*/
#include <iostream>
#include "planet.hpp"
#include "input.h"
using namespace std;
int main(int argc, const char * argv[]) {
double radius = ReadValue<double>("Radius: ");
double mass = ReadValue<double>("Mass: ");
Planet earth = Planet(radius, mass);
earth.display();
return 0;
}
Line: 23 Col: 19
Radius: 123
Mass: 6354
Mass: 6354
Density: 0.00108688
Acceleration Due To Gravity: 4.11588
Program ended with exit code: 0
Filter
Auto
Filter
All Output
Filter