Exercise – Boxes and Cubes

1. Create code for 2-dimensional Axis-Aligned Bounding Boxes.

You can either create it as a class with member functions, or as a struct and corresponding methods.

You code should include methods for testing:

* AABB vs a Point
* AABB vs AABB

Methods for creating an AABB from a set of Points

Methods for expanding an AABB to fit more Points

Methods for expanding an AABB to fit other AABBs

## Challenge

Attempt to implement code for Oriented Bounding Boxes.

You should include methods for:

* Testing OBB vs Point
* Creating an OBB from a set of Points