Exercise – Circles and Spheres

1. Implement code for a 2-dimensional Circle.

This can be implemented as either a class with member methods, or as a struct with corresponding methods.

You should include methods for:

* Testing a Circle vs a Point
* Testing a Circle vs a Circle
* Creating a Circle from a collection of Points
* Expanding a Circle to fit a collection of Points
* Create a Circle to fit a collection of Circles
* Expanding a Circle to fit a collection of Circles
* Also include a method for testing a Circle vs an Axis-Aligned Bounding Box
* You may want to return to your AABB code and include a test for AABB vs Circle