

Problem #1
(10 marks)

Write a `Triangle` class that contains 6 private integer members. These integers contain the x and y coordinates of the vertices of a triangle. Also write a constructor that takes 6 integers and assigns them accordingly. If you need getters and setters, you need to write them too.

Problem #2
(10 marks)

Write a member function `int isSimilar(Triangle t)`, which returns 1 if the `Triangle t` and the caller `Triangle` are similar otherwise returns 0. Write a main function to read 12 integers. The first 6 integers contain the x and y coordinates of each vertex of the first triangle. Similarly the next 6 integers contain the x and y coordinates of each vertex of the second triangle. Using the `Triangle` class and the function, print "Similar" if the triangles are similar otherwise print "Not Similar".

Sample Input	Sample Output
-2 0 0 4 2 0 -1 1 0 3 1 1	Similar
-2 0 0 4 2 1 -1 1 0 3 1 1	Not Similar