## **RESULT WITHOUT DISTANCES (Trial 2)**

```
Microsoft Visual Studio Debug Console
                                                                                                                   \Box
   The point is closer to cluster B
2: The point is closer to cluster B
3: The point is closer to cluster A
4: The point is closer to cluster A
   The point is closer to cluster B
   The point is closer to cluster A
  The point is closer to cluster A
  The point is closer to cluster A
   The point is closer to cluster A
   The point is closer to cluster A
10:
11: The point is closer to cluster B
   The point is closer to cluster B
13: The point is closer to cluster B
14:
    The point is closer to cluster B
15: The point is closer to cluster B
16: The point is closer to cluster B
17: The point is closer to cluster A
    The point is closer to cluster B
18:
19: The point is closer to cluster A
20: The point is closer to cluster B
C:\Users\Jay\Desktop\CS\Clusters\x64\Debug\Clusters.exe (process 21996) exited with code 0.
Press any key to close this window . . .
```

## **Issues Faced:**

Learning to use casting to make sure the random value was being generated correctly in float instead of an integer.

```
(Int 1 = 0; 1 < n1; 1++) {
  (A + i) -> SetX(min_a + static_cast<float>(rand()) * static_cast<float>(max_a - min_a) / RAND_MAX);
  (A + i) -> SetY(min_a + static_cast<float>(rand()) * static_cast<float>(max_a - min_a) / RAND_MAX);

  (int i = 0; i < n2; i++) {
    (B + i) -> SetX(min_b + static_cast<float>(rand()) * static_cast<float>(max_b - min_b) / RAND_MAX);
    (B + i) -> SetY(min_b + static_cast<float>(rand()) * static_cast<float>(max_b - min_b) / RAND_MAX);

    (int i = 0; i < m; i++) {
    point p;
    p. SetX(min_m + static_cast<float>(rand()) * static_cast<float>(max_m - min_m) / RAND_MAX);
    p. SetY(min_m + static_cast<float>(rand()) * static_cast<float>(max_m - min_m) / RAND_MAX);
    cout << i + 1 << ": ":</pre>
```