RESULT WITH DISTANCES (Trial 1)

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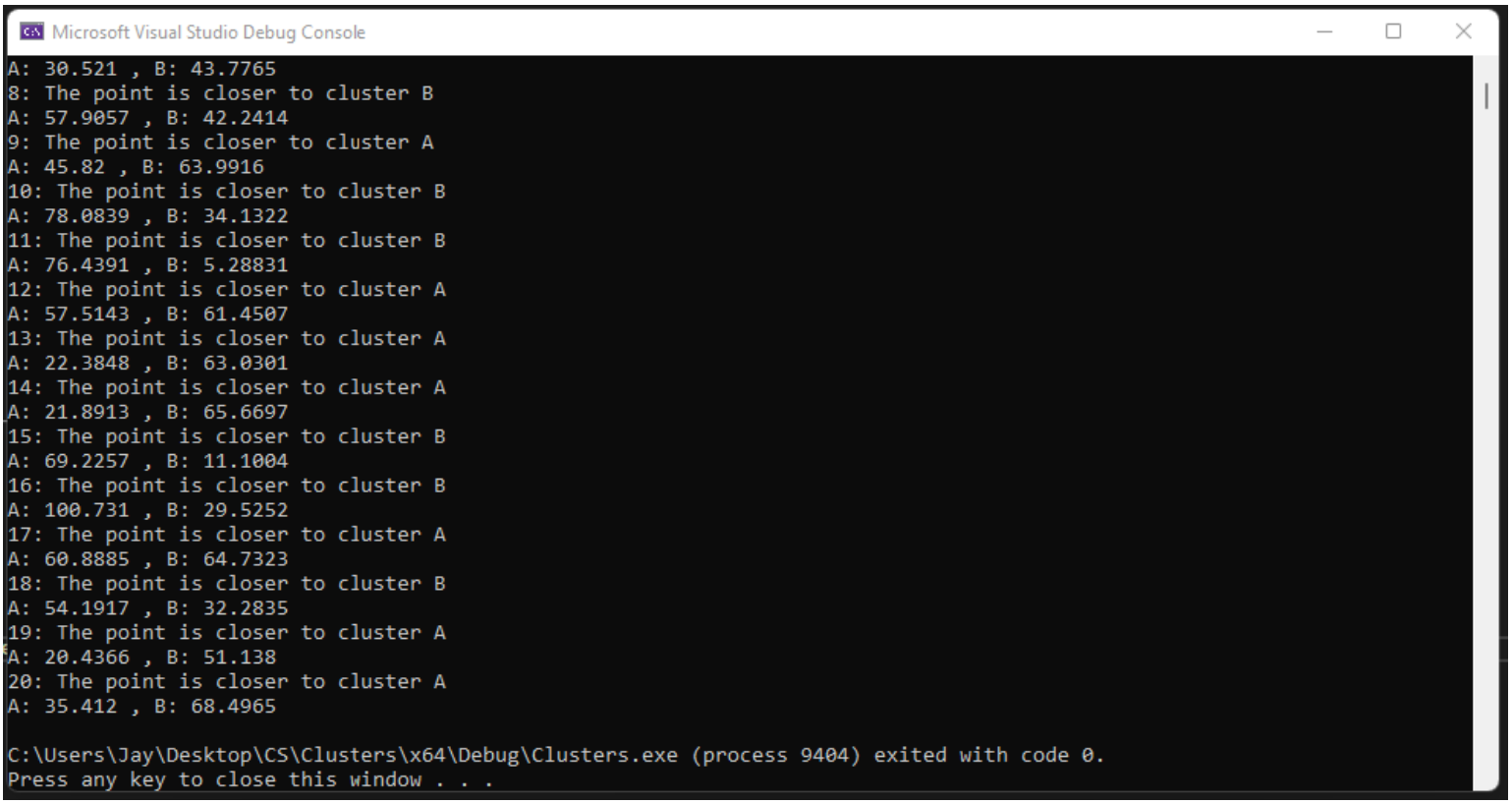
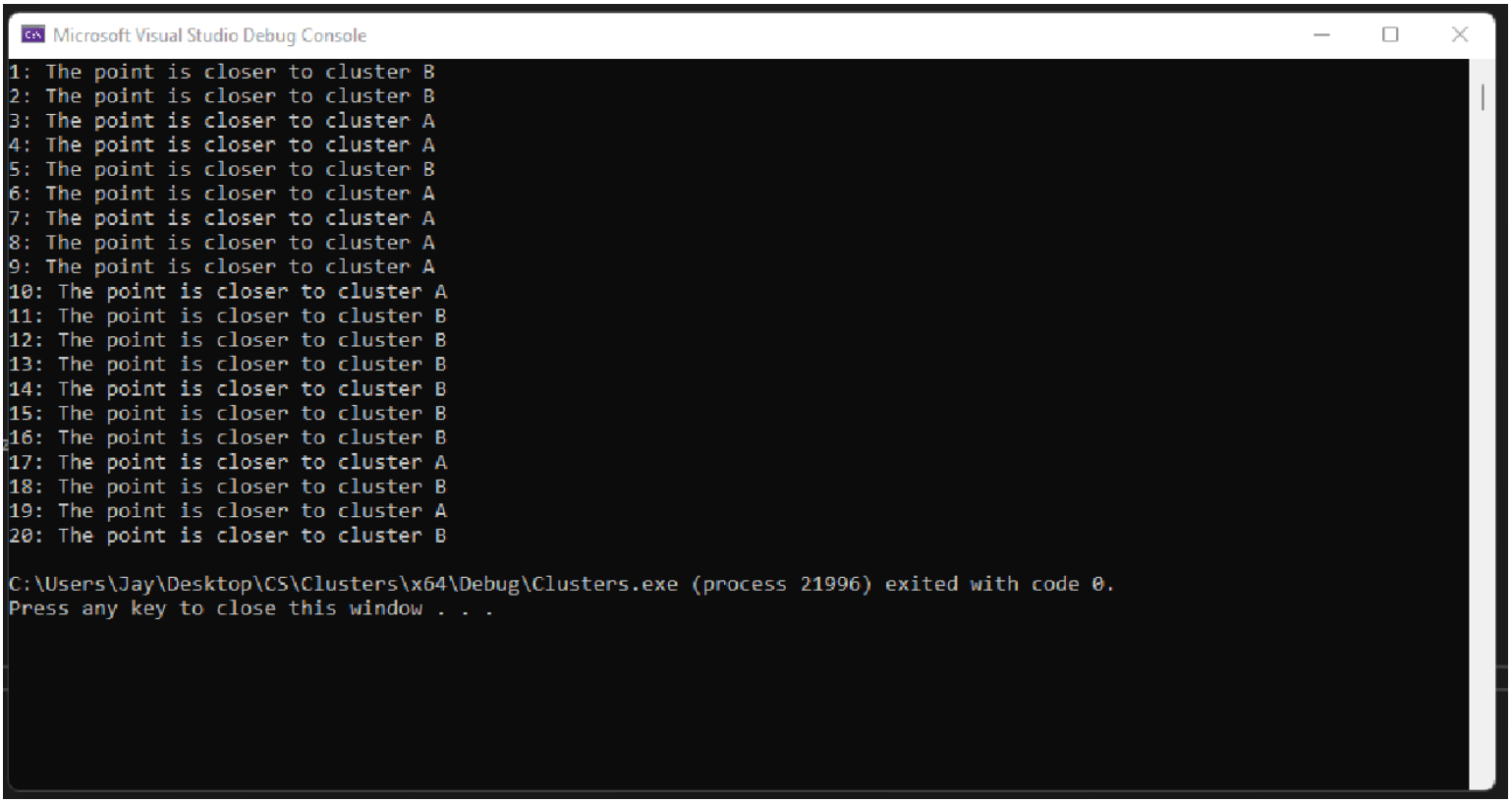
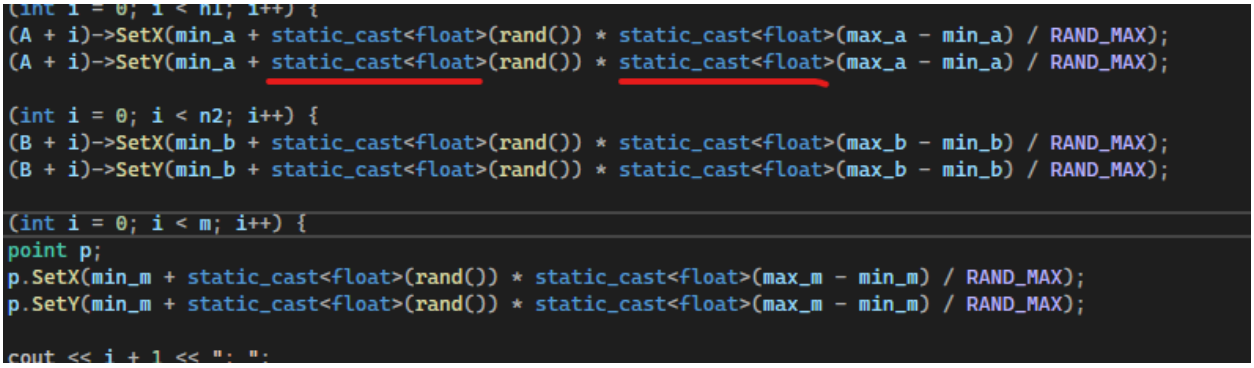


RESULT WITHOUT DISTANCES (Trial 2)



Issues Faced:

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



```
(int i = 0; i < n1; i++) {
(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 << ": ";
```