ESS201: C++ Programming

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Tasks:

1. Write a single C++ program, named geometry3d.cpp which uses struct to define various three-dimensional geometric primitives.

```
struct triangle;
struct line;
struct point;
```

point is the basic building block with vector3d as position coordinates; line consists of two vector3d members; and triangle consists of three vector3d members. Build with the vector3d struct you have already built in the previous lab.

Hint: You could rename your vector3d.cpp as geometry3d.cpp as a starting point, and work with the same file.

• The function definitions are:

```
vector3d normalize(vector3d a)
float get_angle_between_tri_points(point a, point b, point c)
float get_length(line a)
float get_area(triangle a)
vector3d get_normal(triangle a)
```

Hint: normalize a vector3d using its norm, find angle using dot product between ba and bc; use difference between points on line to find length; find area using lengths of sides of triangle $(A = \sqrt{s(s-a)(s-b)(s-c)})$ for semi-perimeter s, and lengths of sides a, b, c.), find normal using cross product between any two sides of the triangle.

Hint: overload get_length and get_angle_between_tri_points using vector3d input parameters.

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- Input: should take in 3 lines of input at commandline prompt, which are points on a triangle. e.g. p1, p2, p3, are as follows:
 - 3 4 5
 - 1.2 4.2 4.1
 - 0.5 3 2
- Output: should be in 4 lines, i.e.

the first line of output prints the lengths of the three sides of the triangle (i.e. length between p1 and p2, p2 and p3, and p3 and p1),

the second line of output prints the three angles of the triangle (in radians between (a) p1, p2, and p3, (b) p2, p3, and p1, and (c) p3, p1, and p2),

the third line of output prints the area of the triangle, and

the fourth line prints the normalized vector (or unit vector) of the normal of the triangle. For the afore-mentioned triangle, the results are:

- 2.02237 2.51794 4.03113
- 2.17908 0.42432 0.538191
- 2.08941
- 0.358953 0.753802 -0.550395