

Practical 8 (due 2023-09-22 @ 09:00)

This practical builds upon the `PointCloud2D` class you created in practical 7.

Modify the `PointCloud2D` class as follows:

- Constructors:
 - No changes.
- Accessors for the number for rows and columns:
 - No changes.
- The `PointCloud2D` should have a 1-D array of a generic class `UJRow`.
- Assign an existing `PointCloud2D` object to another existing `PointCloud2D` object:
 - Overload the assignment operator (`=`) so that it performs a deep copy of the right-hand side object.
 - `PointCloud2D objOne = objTwo`
- Accessing and mutating values of the underlying array:
 - Overload the indexing (`[]`) operator.
 - This should enable double indexing on a `PointCloud2D` object.
 - i.e `PointCloud2D [r][c]`
- Supporting output via a stream operator:
 - Overload the stream insertion operator (`<<`) so that the contents of the underlying array can be displayed via `cout`.
 - i.e `cout << objPointCloud`

Create a generic class `UJRow`, which must have:

- An underlying array of a size set by the user.
- A constructor with no parameters.
- A constructor with parameters.
- A copy constructor.
- Overload the indexing (`[]`) operator.
- Overload the assignment (`=`) operator.

Create a `main` function which demonstrates the functionality of the `PointCloud2D` generic class.

Note: The tutorial example solution on double indexing is available on eve (Tutorial Week 9 by Mr Sithungu).

Mark sheet		
	Design	10
	<code>PointCloud2D</code> class (Templated)	10
	Constructors	05
	Destructor	05
	Overloaded Indexing Operator	10
	Overloaded Assignment Operator	10
	Overloaded Insertion Stream Operator	10
	<code>UJRow</code> class (Templated)	10
	Constructors	05
	Destructor	05
	Overloaded Assignment Operator	10
	Overloaded Indexing Operator	10
	<code>main</code> function demonstrates the functionality of the <code>PointCloud2D</code> generic class	10
	Total	/110