

Name: Patel Manan Maheshkumar
Roll No: CE-111
PPS-II(Lab-5)

1) Resizable and Moving Rectangle

```
#include <iostream>
using namespace std;
class Point
{
    int x,y;
    void initialize(int x, int y)
    {
        this->x=x;
        this->y=y;
    }
    friend class Rectangle;
};
class Rectangle
{
    Point p[4];
public:
    void setPoint()
    {
        int x,y;
        for(int i=0;i<4;i++)
        {
            cin >> x >> y;
            p[i].initialize(x,y);
        }
    }
    void moveLeft(int m)
    {
        for(int i=0;i<4;i++)
            p[i].x-=m;
    }
    void moveRight(int m)
    {
        for(int i=0;i<4;i++)
            p[i].x+=m;
    }
    void moveUp(int m)
    {
        for(int i=0;i<4;i++)
            p[i].y+=m;
    }
}
```

```

void moveDown(int m)
{
    for(int i=0;i<4;i++)
        p[i].y-=m;
}
void increase(char temp2, int z)
{
    if(temp2=='L')
    {
        p[0].x-=z;
        p[2].x-=z;
    }
    if(temp2=='R')
    {
        p[1].x+=z;
        p[3].x+=z;
    }
    if(temp2=='T')
    {
        p[0].y+=z;
        p[1].y+=z;
    }
    if(temp2=='B')
    {
        p[2].y-=z;
        p[3].y-=z;
    }
}
void decrease(char temp2, int z)
{
    if(temp2=='L')
    {
        p[0].x+=z;
        p[2].x+=z;
    }
    if(temp2=='R')
    {
        p[1].x-=z;
        p[3].x-=z;
    }
    if(temp2=='T')
    {
        p[0].y-=z;
        p[1].y-=z;
    }
}

```

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        if(temp2=='B')
        {
            p[2].y+=z;
            p[3].y+=z;
        }
    }
    void print()
    {
        for(int i=0;i<4;i++)
        {
            cout << p[i].x << " " << p[i].y << endl;
        }
    }
};

int main()
{
    Rectangle r;
    r.setPoint();

    int n;
    cin >> n;

    for(int i=0;i<n;i++)
    {
        char temp;
        cin >> temp;
        int m;
        if(temp != 'A'){
            cin >> m;
            if(temp=='L')
                r.moveLeft(m);
            if(temp=='R')
                r.moveRight(m);
            if(temp=='U')
                r.moveUp(m);
            if(temp=='D')
                r.moveDown(m);
        }
        else
        {
            char temp1,temp2;
            cin >> temp1 >> temp2 >> m;
            if(temp1=='I')
                r.increase(temp2,m);
            if(temp1=='D')
                r.decrease(temp2,m);
        }
    }
}

```

```
    }  
  }  
  r.print();  
  return 0;  
}
```