

Lab 2 – Basic operator overloading

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- Organize the source for classes `point` and `triangle` using headers and separate source files.
- Add an operator `<` to `point` (a point is less than another if it is closer to the origin). Pass the arguments by const reference and use a getter method for the distance from the origin.
 - Write a function which takes as argument a vector of points and returns the index of the one which is closest to the origin. Use the `<` operator.
 - Write a `main` to test this function, the input points should be read from a text file.
- Add an operator `==` to `point`, do not use getters.
 - Devise and write a (meaningful) function which makes use of the `==` operator defined on `point`.
 - Write a `main` to test this function.