Day8 Lab Assignment:

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\* Continue the Picture Example:

- Write new class Shape with variable color + setter and getter.

- Rect, Circle, and Line to Inherit from it.

\* Continue the Picture Example:

- Make function "draw( )", a pure virtual function, and make necessary changes to other classes.

- Simplify the Picture class, so as to only be constructed by an array of Shapes (array of pointers to Shape),

then use the pointer of base class to call the draw( ) function of Circle, Rect, and Line.

\* Re-write Stack Example: but as a Template class

Bonus: Class Person: Employee, Student => Department (UML)

Pointer to pointer