COXETER MAGIC SQUARE

Start with 1 in the middle of the top row; then go up and left, assigning numbers in increasing order to empty squares; if you fall off the square imagine the same square as tiling the plane and continue; if a square is occupied, move down instead and continue.

Works for only odd number

6	1	8
7	5	3
2	9	4

15	8	1	24	17
16	14	7	5	23
22	20	13	6	4
3	21	19	12	10
9	2	25	18	11

Implement class magicsquare
 and test for various odd values of n

1. Make sure the sum is same in all directions

e-mail magicsquare.h
        magicsqaure.cpp
        magicsquaretest.cpp
must use only ../util/util.h