

UML Diagram for Ellipse Class

Ellipse	
Private Members:	
Attributes:	
- h: double - k: double - a: double - b: double - axis: char	
Public Members:	
Constructors:	
+ Ellipse(h: double = 0.0, k: double = 0.0, a: double = 0, b: double = 0) + Ellipse(const Ellipse& e)	
Destructor:	
+ ~Ellipse()	
Methods:	
+ get_c() const: double + get_v1() const: double + get_v2() const: double + get_f1() const: double + get_f2() const: double + get_lr() const: double + get_e() const: double + set_h(h: double): void + set_k(k: double): void + set_a(a: double): void + set_b(b: double): void + set_axis(axis: char): void + get_h() const: double + get_k() const: double + get_a() const: double + get_b() const: double + get_axis() const: char + print() const: void + intersects(x: double, y: double) const: bool + approximate_perimeter() const: double + get_area() const: double + find_y_for_known_x(x: double) const: double + find_x_for_known_y(y: double) const: double	

External Function:

renderEllipse
+ renderEllipse(const Ellipse& e, char axis, double MARGIN, double PRECISION): void