

wk2_structAra_lab

To write a program that computes the perimeter of a triangle placed on a 2-dimensional grid, you have decided to create a structure to keep the X and Y coordinates of the vertices of the triangle.

Define the Point structure and test it by entering the X and Y coordinates for the 3 vertices. Store the coordinates in an array of Point objects.

Your program should test the math needed to compute the perimeter using both positive and negative numbers for the coordinates.