AMERICAN INTERNATIONAL UNIVERSITY BANGLADESH
DEPARTMENT: COMPUTER SCIENCE
COURSE:INTRODUCTION TO PROGRAMMING LAB
ASSIGNMENT-1, TOTAL MARKS:20
SEC-B1

Submission Date: 07/04/2019 **MARKS: 20**

Create the following class named Point:

Class: point

Data members(private): double x, y //Cartesian co-ordinates of a point

Member functions (public):

point(double m, double n)	//initialize x and y with m and n and also use default arguments to initialize x and y with 0
double getx()	//return x
double gety()	//return y
double distance(point p)	// return distance between two points [distance between calling object and received object] **If there are two points (x1, y1) and (x2, y2) , distance between them:** $\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$

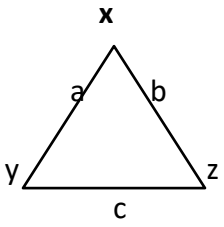
Add another class in this code:

Class: Triangle

Data members (private): point x,y,z //three points of a triangle

Member functions(public):

Triangle(point p, point q, point r)	//initialize the three points x,y,z of triangle with point p, q, r
double perimeter()	//calculate the perimeter of a triangle and return the result. **For a triangle with sides a, b and c, the perimeter P is defined as: P = a + b + c.** **a is the distance between point x &y** **b is the distance between point x & z** **c is the distance between point y &z**



Now, write main function to test your code.