#pragma once

\_\_interface IVertexQuadrangle

{

double getPerimeter(double x1, double y1, double x2, double y2, double x3, double y3, double x4, double y4);

};

====================

#pragma once

\_\_interface ISidesQuadrangle

{

double getPerimeter(double a, double b, double c, double d);

};

====================

#pragma once

#include "ISidesQuadrangle.h"

#include "VertexQuadrangle.h"

class Quadrangle : public ISidesQuadrangle, public IVertexQuadrangle

{

public:

Quadrangle();

~Quadrangle();

//-----------------

double getPerimeter(double a, double b, double c, double d);

double getPerimeter(double x1, double y1, double x2, double y2, double x3, double y3, double x4, double y4);

};

====================

#include "stdafx.h"

#include "Quadrangle.h"

#include <math.h>

Quadrangle::Quadrangle()

{

}

Quadrangle::~Quadrangle()

{

}

double Quadrangle::getPerimeter(double a, double b, double c, double d)

{

return a+b+c+d;

}

double getDistance(double x1, double y1, double x2, double y2)

{

return sqrt(pow(x2-x1,2)+ pow(y2 - y1, 2));

}

double Quadrangle::getPerimeter(double x1, double y1, double x2, double y2, double x3, double y3, double x4, double y4)

{

double AB = getDistance(x1,y1,x2,y2);

double BC = getDistance(x2, y2, x3, y3);

double CD = getDistance(x3, y3, x4, y4);

double AD = getDistance(x1, y1, x4, y4);

return AB+BC+CD+AD;

}

//=================================

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