## **Object Oriented Programming (BSDSF24)**

Roll No:	Name:	

Quiz 02

Time: 15 min

Consider a comprehensively defined Point2D for a point object in 2 dimensional cartesian coordinate system is provided to you, mean you are not required to code this class but using it wherever needed. You are hereby required to describe a class for an infinite line in xy plane, with two pointers to distinct points on the line. The class description must includes all the necessary and sufficient member functions including getters/setters, constructors, overloaded operators, and more. Later, you have to define the following member functions.

Line2D::~Line2D();

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Line2D:: Line2D(const Line2D &&other);

Line2D & Line2D::operator=(const Line2D &rhs); Bool Line2D::isOnLine(const Point2D &p) const;

friend Point2D Line2D::intersection(const Line2D &I1, const Line2D &I2)