上机3

#include<iostream> Coordinate)

using namespace std;

//定义Coordinate类 times=2;

class Coordinate cout<<"Coordinate construction1

public: called!"<<endl;

Coordinate()

（Coordinate(int times1)

Coordinate(int times1) times=times1;

（ cout<<"Coordinate construction2

~Coordinate() called!"<<endl;

void InputCoord()~Coordinate()

void ShowCoor

cout<<"Coordinate destruction called!"<<endl;

voidShowAvgCoord() void InputCoord()

private: for(int i=0;i<times;i++)

float Coord[100][100];cout<<"Please Input x:"<<endl;

cin>>Coord[][1];

int times;// cout<<"Please Input y:"<<endl;

]； cin>>Coord[][2];

int main()

( )

Coordinate x；

