## **Point←Circle←Cylinder**

The base class, Point, includes the two fields, x and y, with a constructor, accessors (getX(), getY()), a mutator (move()) and toString().

Create two **derived classes**, **Circle** and **Cylinder**. Place both definitions in the same header file and the member functions for both classes in the same implementation file.

- Create a derived class from Point named Circle
  - → Add only one data member, **radius**.
  - → Add a working constructor that takes **radius**, **x** and **y** as arguments
  - → Do not add a default constructor.
  - → Add accessors getRadius(), getArea() and getCircumference()
  - → Add an overridden version of the **toString()** method.
- Create a derived class from Circle named Cylinder
  - → It also will add only one additional field (height).
  - → Its constructor will take the arguments height, radius, x and y
  - → Do not add a default constructor
  - → Add accessors getHeight(), getVolume().
  - → Override getArea() to return the total surface area of the cylinder
  - → Override toString() as described below.

## The toString() Virtual Function

The **toString()** member function takes a **decimals** argument that defaults to **2**. Look at **Point** to see how it works. Call **Point::toString()** in your **Circle::toString()** and **Cylinder::toString()** member functions.

The output from **Circle::toString()** should look like this:

Circle(radius=20.00, center=Point(150.00, 135.00))

HOMEWORK 37 PAGE 2

The output from **Cylinder::toString()** should look like this (all on one line)

Cylinder(height=15.00, base=Circle(radius=20.00, center=Point(150.00, 135.00)))

The header file contains a definition for **PI** that you should use in calculating the area, circumference and volume.

Use **make test** to test your code, **make stest** or **make run** to run any student tests. Once your score is OK, use **make submit** to turn it in.

If you get stuck, ask for help on the Canvas Discussion Board, or, come by my office hours (early!!!).