

Structures in Structures

For this assignment you are going to define a new **Triangle** type whose members consist of three **Point** variables. Name the members **p1**, **p2** and **p3**. These are called **nested** structures. Then, write the function:

→ **perimeter(const Triangle& t)** which computes the **perimeter** of the **Triangle**.

I've already included the definitions for the **Point** structure in **point.h** and I've linked together the implementation of the **read()**, **write()**, **distanceBetween()** and **midpoint()** functions, so you don't need to redefine them.

Put your definition for the **Triangle** structure in the header file and the implementation for the **perimeter()** function in the implementation file. Use **make test** and **make submit** to turn in the assignment. Ask questions on the discussion board if you get stuck, or stop by my office hour.