//define class for 20x20 array of spins

#ifndef SPINARRAY\_H

#define SPINARRAY\_H

#include "spinarray.h"

class spinarray

{

private:

//list of all 400 members (0101,0102,0103, ... ,0120;0201,0202,0203, ... ,0220; ... ; 2001,2002,2003, ... ,2020)

double list[400];

public:

//default constructor

spinarray()

{

for (int i=0;i<400;i++){

list[i]=1.0; //initialise all members to 1.0

}

}

//Access method for members

double get (int i, int j) //by x, y coords

{

int n=(i-1)\*20+(j-1);

return list[n];

}

//Modifier method for members

void set (int i, int j, double s) //by x, y coords

{

int n=(i-1)\*20+(j-1);

list[n]=s;

}

};

#endif