

Write programs for

1. Implementation of Polygon
2. Implementation of Turn Test (Left, Right and Collinear)
3. Checking whether polygon created in 1. is convex or not.

Create appropriate data structures for the objects. Use the concepts as discussed in the class. Your program should ask for the user input and display the outputs. The graphic visualization of the geometric objects is not mandatory however your effort for this will be appreciated. (For polygon, also think about implementing the angular sorting (Slope) of the vertices of polygon to maintain counter clock wise order, you can take a reference point at minimum x-coordinate or minimum y-coordinate)