

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))
```

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 Piazza, or come by my office hours (early!!!).