05/14/15 3:58pm

Hey guys. I put this file here so we could scribble notes and whatnot. I have a couple to start off with.

1. I have done the classes for Triangle, Quadrilateral, Equilateral Triangle, Isosceles Triangle, Rectange, Square, and Polygon
2. All of them have implementations except Polygon and Quadrilateral
3. Quadrilateral is pointless, but oh well, we’re supposed to have it
4. I made a Utilites class that has static getPositiveDouble() method for safely getting positive doubles from the command line. You can use it just to make life easier. #include Utilities.h
5. I have tested none of the code I wrote, so I don’t know that it will compile or work yet. But given how simple it all is, hopefully it will. I figure once we all have our code written we can put it all together and debug on Wednesday. Let me know if you want to do something different.
6. We can change the name of this Google Doc if you want to. I just wanted it to get your attention.

<Alex> 5-15-15 8:44 AM

I tied everything we have together, and all the code runs fine. Once we have the Penta, hexa, and octa code, we can finish this bad boy up. The only abnormality came in the form of the Triangle constructor being called whenever the classes that inherit it were instantiated, which I suppose makes sense, but It ultimately prompted the user for a lot of unnecessary data which was just discarded. This is all well documented in the code, but I made a dummy constructor in triangle which is called with a (*bool ignore\_me)* offered by the two children classes which bypasses the default constructor's prompts.

Added main.cpp and salvages Talaga's Makefile (yay!).