## **EECE.2160: ECE Application Programming**

Programming Assignment #8: Nested Structures

## **Test Cases**

The results of a full program run is shown below, with user inputs underlined. Remember, when running the program in zyBooks, user inputs are not shown.

Enter command <A | P | D | O | Q>: A

```
Enter coordinates as x y, starting with lower left hand corner:
0 3
4 3
Enter command <A | P | D | O | Q>: A
Enter coordinates as x y, starting with lower left hand corner:
1 1
1 5
5 5
Enter command <A | P | D | O | Q>: P
(0.00, 3.00) (4.00, 3.00)
(0.00, 0.00) (4.00, 0.00)
(1.00, 5.00) (5.00, 5.00)
(1.00, 1.00) (5.00, 1.00)
Enter command <A | P | D | O | Q>: D
Enter index into array: 1
Area of rectangle 1: 16.\overline{00}
Perimeter of rectangle 1: 16.00
Enter command <A | P | D | O | Q>: D
Enter index into array: 0
Area of rectangle 0: 12.00
Perimeter of rectangle 0: 14.00
Enter command <A | P | D | O | Q>: O
Enter indices to test: 0 1
Rectangles 0 and 1 overlap
```

```
Enter command <A | P | D | O | Q>: A
Enter coordinates as x y, starting with lower left hand corner:
-1 -1
-1 \ 0.5
0.5 0.5
0.5 - 1
Enter command <A | P | D | O | Q>: P
(0.00, 3.00) (4.00, 3.00)
(0.00, 0.00) (4.00, 0.00)
(1.00, 5.00) (5.00, 5.00)
(1.00, 1.00) (5.00, 1.00)
(-1.00, 0.50) (0.50, 0.50)
(-1.00, -1.00) (0.50, -1.00)
Enter command <A | P | D | O | Q>: D
Enter index into array: 2
Area of rectangle 2: 2.25
Perimeter of rectangle 2: 6.00
Enter command <A | P | D | O | Q>: O
Enter indices to test: 0 2
Rectangles 0 and 2 overlap
Enter command <A | P | D | O | Q>: O
Enter indices to test: 1 2
Rectangles 1 and 2 do not overlap
Enter command <A | P | D | O | Q>: Q
```