I faced a problem while referring to each point(object) of the array (cluster) because I thought we did it using \*(C+i) to point to the point at index I and then -> to use the a function associated with that object. I looked online as well as the slides and apparently to use a function I don’t need to dereference the pointer. So I corrected it to (C+i)->GetX();. Same is applicable for

(C+i)->SetY();

I faced a problem while trying to populate clusters A and B with floats because the rand() function returns an integer. I looked online and found that we could use rand to make a random float by writing a new function but then it didn’t work with the modulus % function so I ignored the idea of random floats.





