Part 1:  Create a method called part1 in which:  Generate 3 random points (make sure they are not collinear), then generate a 4th point such that no point among the 4 points lies inside the triangle formed by the other 3 points in the square unit  ([0,1]x[0,1]).  Once you have 4 such points save the 4 points in a file called points.txt following the format of the file:    
[points.txt](https://fcps.blackboard.com/bbcswebdav/pid-44268022-dt-content-rid-47879423_2/xid-47879423_2)

 (notice the precision, maybe look up how to use setprecision when you cout, or how to use fprintf)

When you finish submit the file l021.cpp file (lowercase L followed by th digits 021) and also complete and submit the following document

[Project 2 Part 1 document.docx](https://fcps.blackboard.com/bbcswebdav/pid-44268022-dt-content-rid-47954269_2/xid-47954269_2)  , with the examples of points.txt obtained in 2 random runs:

Tentative due date: 10/12/2020