

Chapter 20

20.1

```
void swap(bool &x, bool &y)
{
    bool temp = x;
    x = y;
    y = temp;
}
```

20.3

Version C

20.5

```
double Triangle::height()
{
    return (2.0 * area()) / sideC;
}
```

20.7

Many possible solutions exist. The basic idea would be to create a base class for Flight with a constructor to create a Flight and a method to print a Flight, along with a derived class called FlightList which is a linked list with methods for adding a Flight, deleting a Flight, printing a Flight.

20.9

```
class RegularPentagon {
    double side;
public:
    RegularPentagon();
    RegularPentagon(double a);
    double area();
    double perimeter();
};

RegularPentagon::RegularPentagon(double a)
{
    sideA= a;
}
```

```

RegularPentagon::RegularPentagon ()
{
    side = 2.0;
}

double RegularPentagon::perimeter()
{
    return 5*side;
}

double RegularPentagon::area()
{
    return 0.25*(sqrt(5*(5+2*sqrt(5)))*side*side);
}

```

20.11

intVector[0]	1
intVector[1]	2
intVector[2]	3

IntVector is allocated on the heap

20.13

Many solutions are possible. The basic idea would be to use a vector of strings to capture the words in the text. Then use an algorithm to run through the array, item by item to delete words that have appeared previously. This code would make use of the vector `erase()` method.