

**COXETER MAGIC SQUARE**

Start with 1 in the middle of the top row; then go up and left, assigning numbers in increasing order to empty squares; if you fall off the square imagine the same square as tiling the plane and continue; if a square is occupied, move down instead and continue.

**Works for only odd number**

6	1	8
7	5	3
2	9	4

15	8	1	24	17
16	14	7	5	23
22	20	13	6	4
3	21	19	12	10
9	2	25	18	11

**Implement class `magicsquare`  
and test for various odd values of `n`**

**1. Make sure the sum is same in all directions**

e-mail `magicsquare.h`  
`magicsquare.cpp`  
`magicsquaretest.cpp`  
 must use only `../util/util.h`

Figure 4.7: Odd Magic square

Problem 4.5.2.