**CSIII: Programming Patterns**

**Lab 10 Assignment:**

**Bridge Painted Square**

The project is due in one week: by the beginning the next lab. Make sure to include your name in comments of the source files.The project contains two parts.

1. **Bridge Painted Square.** Modify the “Bridge Figures” example studied in class so that the border and the inside of the figure can be painted with two different characters. Specifically, base class Fill should contain two characters: one for border paint, one for internal paint. The constructor for this class should now accept two characters to be assigned to the two member variables. The derived class Hollow should initialize the border paint to a character, and the internal paint character to a space. The derived class Filled should initialize both paints to the same character.

Create another derived paint class EnhancedFilled that inherits from Filled but initializes both paint characters to two different values. Demonstrate the operation of all three paint classes by drawing three differently painted squares.

**Milestone:** implement the painted square assignment.