

QUIZ:

Implement following functions using struct

```
// Point.h
#define PI 3.141592

struct Point
{
    float x;
    float y;
};

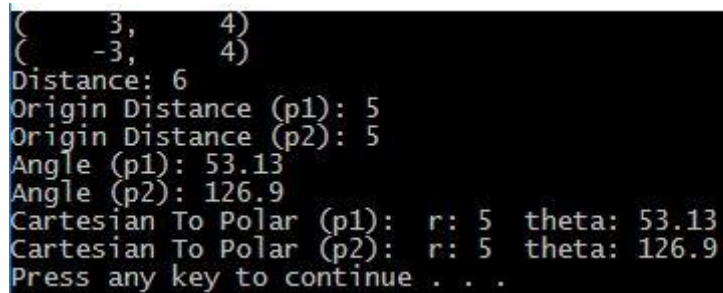
void Point_Display(const Point& p);

double Point_Distance(const Point& p1, const Point& p2);

double Point_OriginLength(const Point& p);

double Point_Angle(const Point& p);

void Point_CartesianToPolar(const Point& p, double& r, double& theta);
```

Sample Ouput:

```
( 3, 4)
(-3, 4)
Distance: 6
Origin Distance (p1): 5
Origin Distance (p2): 5
Angle (p1): 53.13
Angle (p2): 126.9
Cartesian To Polar (p1): r: 5 theta: 53.13
Cartesian To Polar (p2): r: 5 theta: 126.9
Press any key to continue . . .
```