1. Define a class name Point based on the following class diagram.

Point
- x: int - y:int
+ Point(int,int) + Point(const Point &) + display():void + display(string):void + operator+(Point):Point

[30 Marks]

The description for each function member is given below.

Point (int,int)	Constructor to set the data members.
Point(const Point &)	Copy constructor.
display():void	Method that displays the coordinates.
	Example:
	x = 3 y = 6
display(string):void	Method that displays the coordinates with title.
	Example A
	Point 1: $x = 3$ $y = 6$
	Example B
	Coordinates: $x = 5$ $y = 10$
	Note: "Point 1" and "Coordinates" are the titles of the
	points.
operator+(Point):Point	Overloaded + operator which is meant for point addition.
	Example:
	Point1: $x = 1$, $y = 2$.
	Point2: $x = 2$, $y = 3$.
	Point1 + Point2 : $x = 3$, $y = 5$.

1

2. Define a friend function to class Point name **slope** which calculates the slope between two points. The formula of calculating the slope is as follow.

slope =
$$\frac{y2-y1}{x2-x1}$$

- 3. Write an appropriate main function that do the following
 - a. Create two Point objects with the following coordinates: x=1,y=2 and x=3, and y=4.
 - b. Create a third Point object and assign the object with the addition of two objects in (a).
 - c. Display the coordinates of the first and second points in (a) without title.
 - d. Display the coordinates of the third point in (b) with the title "Third point".
 - e. Print the slope between the two points in (a).

```
x=1 \quad y=2
x=3 \quad y=4
Third Point: x=4 \quad y=6
Slope = 1
```

Figure 1: Sample output

Table 1: Assessment Criteria

Item	Criteria		
A	i) The program is able to run.		
	ii) Using an appropriate structure for the program (e.g. the code is properly indented, all		
	the required header files are included, the main function is properly written, etc.).		
В	The definition of class Point		
	i. Data members	1	
	ii. Point(int,int)	2	
	iii. Point(const Point &)	3	
	iv. display():void	2	
	v. display(string):void	3	
	vi. operator+(Point):Point	4	
С	The declaration and definition of friend function slope.	3	
D	Function main		
	i. Object 1 and object 2 creation	2	
	ii. Object 3 creation	2	
	iii. Coordinates display of the two objects without title	2	
	iv. Third coordinates display with title	1	
	v. Print the slope between two points	2	
Total			