



**WORK
ZONE**



Point

- Create point class
- Function to print point
- Create point instances and access the pieces
- Length function (two points)



Line

- Create line class
- Function to print line
- Create line instances and access the pieces
- Share a point between two lines and change it out from under the other
- Use the debugger to chase the pointers (just an intro)
- Length function (one line)



Triangle

- Create triangle class
- Function to print triangle (print lines)
- Create lines
- Function to create a triangle from three points
- Perimeter (triangle)
- Triangle with three points