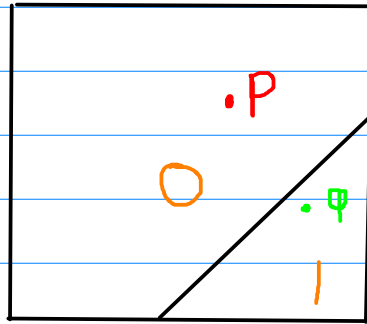


# C++ LAB 3 - I/O

## - Additional Functionality:

Find the bounding face for a point

Eg



Bounding Face (P) = 0

Bounding Face (Q) = 1

All points given will lie inside a face.

## - Input Format:

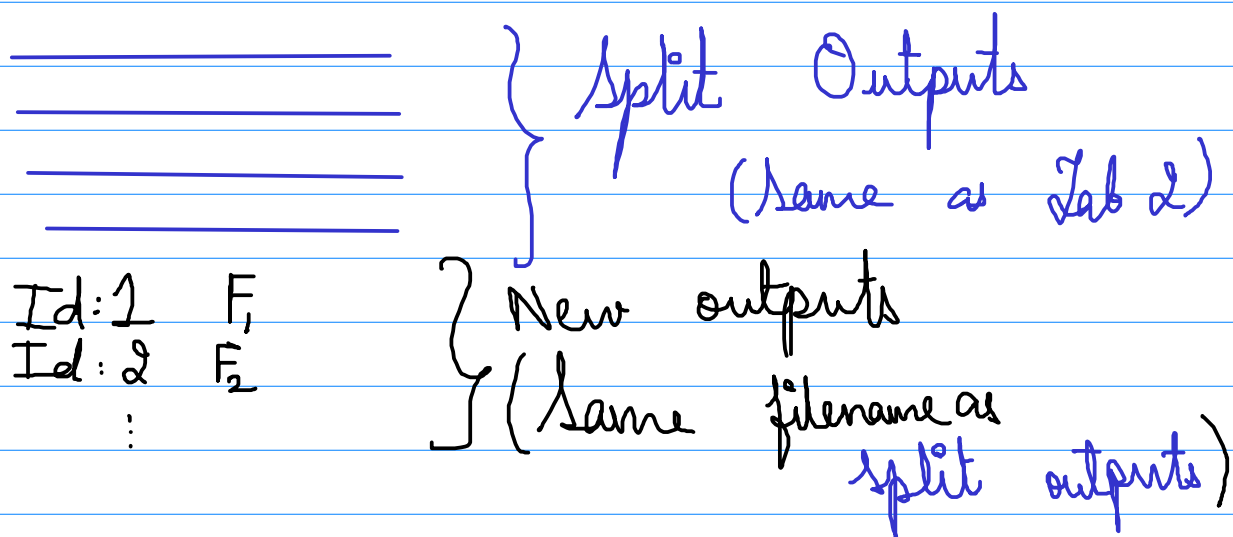
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ } list of points  
(same as Lab 2)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ } list of split  
commands  
(same as Lab 2)

Id:1  $x_1$   $y_1$   
Id:2  $x_2$   $y_2$   
...

} New Inputs (same filename as  
split commands)

## - Output Format :



## - Notes:

- ① Same conventions, rules and guidelines as in Lab 2
- ② Every Id: X Y will always have a unique Bounding Face.
- ③ Mention all assumptions in README
- ④ Classes, Header Files, Comments Outsourcing, Ctor & Dtor : Must
- ⑤ Check all filenames before submitting ☹☹