In [ ]:

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// Example solution for Circle class
#include <iostream>
#include <cmath>
#include <assert.h>
// Define PI
#define PI 3.14159;


// Define LineSegment struct
struct LineSegment {
// Define protected attribute length
public:
    double length;
};

// Define Circle class
class Circle {
public:
    Circle(LineSegment& radius);
    double Area();

private:
    LineSegment& radius_;
};

// Declare Circle class
Circle::Circle(LineSegment& radius) : radius_(radius) {}

double Circle::Area()
{
    return pow(Circle::radius_.length, 2) * PI;
}

// Test in main()
int main()
{
    LineSegment radius {3};
    Circle circle(radius);
    assert(int(circle.Area()) == 28);
}
```

Run Code Explain

Loading terminal (id_39egm48), please wait...

Show Solution