

CS 250 Extra Practice

1. Add an array of 3 Rectangle *pointers* to your Rectangle Lab driver. Dynamically allocate 3 Rectangles at location (10,10), (20,20), and (30,30). Choose any size and color for the rectangles. Display these rectangles to the screen. At the end of the driver deallocate these rectangles.
2. Add an SDLCircle class similar to SDLRectangle that will allow you to draw a circle on the screen. Use this class to draw 2 circles on the screen.