CS250 Homework 3

Date Assigned: Monday, April 20, 2009	Name:
Date Due: Friday, April 24, 2009 @ 5pm	
Points: 20pts	

Please give this solution to Professor Williams by 5pm on Friday. If he is not in his office, then place it under his office door.

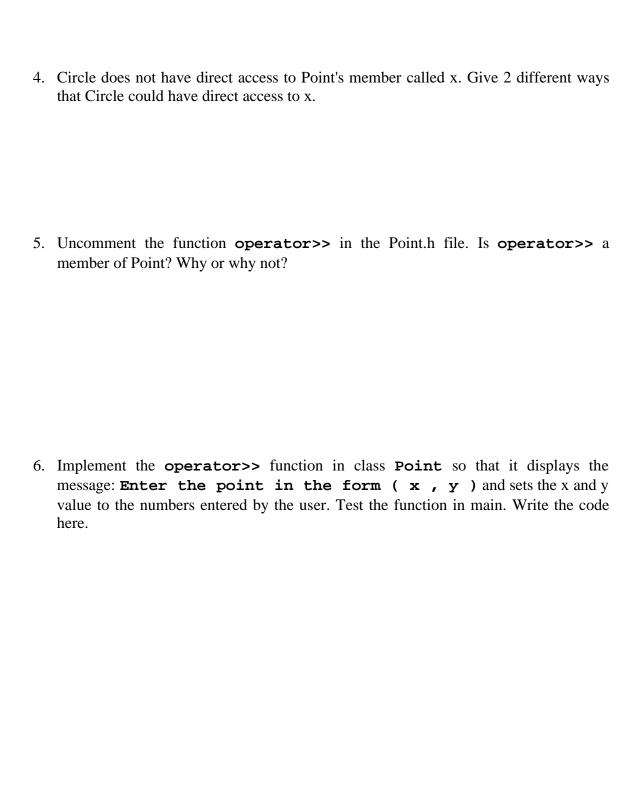
I've placed an electronic copy of this document in the CS250 public folder. You can use this document to type up the solutions and print it out for Professor Williams.

Copy the project circleInheritance from the CS250 public folder on Turing to the desktop. Using this project, you are to do the following. For the questions that require code, write the code down below the question.

1. Create an object of type **Circle** that has an **x** value of 3, a **y** value of 8, and a **radius** of 2. List the constructors that are called in the order in which they are called.

```
2. What is the meaning of:
Circle::Circle (int x, int y, double radius) : Point(x, y)
{
   setRadius (radius);
}
```

3. How else can we write the above constructor with using :Point(x, y)?



7.	Is there a way to call Point's print function from Circle's print function? If so, implement it and write the code here.
8.	Create a new class called Cylinder that is a subclass of Circle . Add any necessary variables and functions to this class. Implement all of the functions that you create and place all the code here.

9.	Create an object of type Cylinder and read in the values from the user. After that, print out the object. Place your code here.
10.	Create a pointer to a Point called pPoint and assign to it the object cPoint. What is the output after calling pPoint->print() ;?
11.	Now, assign pPoint to the object cCircle. What is the output after calling pPoint->print();?
12.	. How can we change the output of the previous question so that it outputs the radius?
Go	ood luck and have fun ©