

CSI 32. HW 9. Prof. Luis Fernandez. Spring 2020.
Deadline: Friday April 24th

To upload:

1. Define a class `Point` whose objects are points in the plane with integer x and y coordinates ranging from 0 to 40. It has a function that draws them in the screen output using the character `"*"`.

Its data members are the x -coordinate `int xCoor` and the y -coordinate `int yCoor`.

Its function members are:

- The constructor. Should check that the coordinates are within the limits given above; if not, it should default to the point (0,0) and print a message "Invalid input. Defaulting to (0, 0).".
- `void setPoint(int x, int y)` that sets `xCoor` and `yCoor` to x and y . It should check for validity and default as in the constructor.
- `int getXcoor()` and `int getYcoor()` that returns the x and y coordinates of the point.
- `void plotPoint()` that prints out the point in the terminal using `"*"`.

You do not have to print the axes (as below), but it is not hard and you will ge **extra credit** for it!

HINT FOR FUNCTION `plotPoint()`

(read after you have thought about how to it and only if you do not know what to do).

The pseudocode would be like this: Write two nested `for` loops:

```
for j from 40 to 0 (y coordinate going down)
  for i from 0 to 40 (x coordinate going right)
    if i and j are equal to the x and y coordinates of the point, cout "<code>"*</code>";
    else cout " ".
```

Then cout an `endl` after the end of the inner loop.

For example, the output for the point (4,12) could be:

```
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
                                *
```

2. Read the list of projects at the course webpage
<https://fsw01.bcc.cuny.edu/luis.fernandez01/web/teaching/classes/csi32/csi322020-1.html>,
decide which project you want to do, and write a few lines with the basic steps you plan to use to complete the project.

To do but not upload:

3. Exercises 9.13, 9.6, 9.5 from the textbook.