

Solution:

header.h

```
#ifndef point-h-included
```

```
#define point-h-included
```

```
class point {
```

```
public:
```

```
point( );
```

```
point(char pc, int px, int py);
```

```
char get-Name( );
```

```
int get-x( );
```

```
int get-y( );
```

```
void set-Name(char pc);
```

```
void set-x(int px);
```

```
void set-y(int py);
```

```
void move(int dx, int dy);
```

```
double dist(point r);
```

```
~point( );
```

```
private: char m-name;
```

```
int m-x, m-y; };
```

```
#endif
```

Preview from Notesale.co.uk
page 2 of 5