Subject: Re: Arrys vs Vectors
Posted by 281264 on Tue, 21 Dec 2010 17:20:33 GMT
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Thanks.

(for example, a Line2D needs to point to its two constituent points Point2D).

An additional question, please. Have a look to these two classes:

```
template<class T>
class Point2D:Moveable<Point2D<T>>{
private:
 T x,y;
public:
 Point2D():x(T()),y(T()){}
 Point2D(const T &a, const T &b): x(a),y(b){}
 T get_x()const{return x;}
 T get_y()const{return y;}
 void set_x(T a){x=a;}
 void set_y(T a){y=a;}
 Point2D<T> operator+(const Point2D<T> &obj){
  return Point3D<T>(x+obj.x,y+obj.get_y());
 }
};
```

and

```
template<class T>
class Line2D:Moveable<Line2D<T>>{
private:
 Point2D<T> *p1,*p2;
public:
 Line2D():p1(),p2(){}
 Line2D(const Point2D<T> &point1, const Point2D<T> &point2):
  p1(&point1),
  p2(&point2)
 {}
 Point2D<T> get_p1() const{return *p1;}
 Point2D<T> get_p2() const{return *p2;}
 void set_p1(const Point2D<T> &p){p1=&p;}
 void set_p2(const Point2D<T> &p){p2=&p;}
};
```

The compiler is claiming about the constructor in Point2D; it says that it cannot assign const pointers to *p1 and *p2. Why is this?. I would appreciate your advice.

Thanks.

Cheers,

Javier
