

MS-3832
Advanced C++
Program #3
Composition & Inheritance

Date: Thursday, October 13, 2005

Due: Friday, October 21, 2005

The purpose of this assignment is to demonstrate the how composition and inheritance work on graphical objects. The assignment is to implement a shapes class hierarchy (a taxonomy of shapes) that can draw themselves graphically on the screen. As an example of how to draw shapes in Visual Studio, I've created a sample program that is stored in the 'graphicShapes.zip' archive.