Problem 1: Classes
You are given the following class definition, declared in point.h:

class Point {
    private: double x;
            double y;
    public: Point();
            void setXY(double newX, double newY);
};

Write the implementation of the class as it would appear in point.cpp

Point::Point() {
    x = y = 0;
}

void Point::setXY(double newX, double newY) {
    x = newX;
    y = newY;
}

Problem 2: Control Structures
You are given the following do-while loop:

do {
    cout << "Do you wish to continue? (y/n) ";
    cin >> answer;
} while (answer != 'n');

• Rewrite this piece of code so that it uses a while loop instead, and behaves in the exact same way.

    cout << "Do you wish to continue? (y/n) ";
    cin >> answer;
    while (answer != 'n') {
        cout << "Do you wish to continue? (y/n) ";
        cin >> answer;
    };

• Rewrite the condition of the loop so that it works even when the user’s answer is an uppercase character.

    answer != 'n' && answer != 'N'