

Dynamic Allocation Exercise

- Given a class *Point* with public data members x and y
 - Assume it has a constructor that takes values for x and y
 - Assume it has a method *Magnitude*
- Write C++ statements to do the following:
 - Declare a pointer to a *Point*
 - Dynamically allocate a single *Point* object with values 3,4
 - Delete that *Point* object
 - Assuming an integer n , dynamically allocate an array of n *Points*
 - Write a function that takes a pointer to an array of *Points* and an integer *length*, and sets all the *Point* x values to 7