

For Next Day

Create the Point2D module (.c and .h files) we started to develop during the last lecture. Submit a single pdf with your code and a short discussion on how this concept could make your programming easier.

```
Point2D* mallocPoint2D();  
void freePoint2D(Point2D* pThis);  
Point2D* createPoint2D(double x, double y);  
void setPoint2D(Point2D* pPt, double x, double y);  
Point2D* copyPoint2D(Point2D* pThis);  
double getXPoint2D(Point2D* pThis);  
double getYPoint2D(Point2D* pThis);  
double getDistancePoint2D(Point2D* pThis, Point2D* pThat);
```