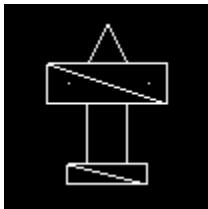


Graphics Engine Project

Week2 Requirements:

- simulate the zoom-in/zoom-out effect (scaling with respect to one point) for the already existing shapes, by overloading the multiplication operator for each class. For lines, you will modify the coordinates for 1 point, for triangles – 2 points will be modified and for rectangles – 4 points will be modified;
- add test cases for zoom-in/zoom-out in your main function;
- draw an airplane, by adding the class Airplane which will contain lines, points and triangles. It should show like this:



- for this class you will need just the default constructor;

Example:

```
Airplane::Airplane()  
{  
    this->triangle1 = new Triangle(0,0,-10,-20,10,-20,0);  
  
    //the rest of the components of the plane  
}
```