# Object Interaction: Overlap method

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**The goal for this exercise** is to make sure that you can create and use classes to solve a problem, and that you can compose classes out of other classes in a less trivial way.

**What you need to do for this exercise:**

# For this exercise, you need to add a method to the Circle class, named Overlap. This method should take as a parameter a reference to another Circle object, and it should return true if the two circles overlap (if should return false otherwise). You code should look something like

**class** Circle {

// Constructor, data fields, other methods

// have been left out, for clarity

// (You will still need to implement them, though!)

**public**:

**bool** **OverLap**(Circle otherCircle){

// returns true if the circles overlap

// returns false if the circles do NOT overlap

}

};

# Since your Circle objects are composed of Point objects that represent the center of each circle, you should start by simply having the Circle.Overlap method ask each of the two Points how far apart they are.

Of course, the clever trick will be to figure out *what* to do with that distance J