1) In Lab 1 Part C: You were to write a simple test program that:
   • defines another array of pointers to six Circle objects. Use a for-loop to dynamically construct six Circle objects with radiuses of 1, 2, 3, 4, 5, and 6.
   • write a for-loop that displays the radius of each Circle objects in the array
   Let’s develop code to do this.

2) Consider the simple Die class handed out in lecture 1.
   a) What would you need to change in the Die declaration (in Die.h) to add a die “label” to each Die object with is a C-style character array?

   b) What would you need to change in the Die implementation (in Die.cpp) to add a die “label” to each Die object with is a C-style character array?
3) What would the overloaded assignment operator= code look like for the Die class?