You are to extend C++ to handle a right triangle type as shown above. The vertices are shown as uppercase A, B, and C and the sides as lowercase a, b, and c. Side c is also known as the hypotenuse. Details are given in #2 below.

**Requirements:**
1. Include a header comment that gives the following information:

```
// Project name
// your last name, first name
// 110B - your section number
// Brief statement of the program's task
```

2. Data members: side a and side b as floating-point types

Member functions:
- `set()` - void function that sets sides a and b
- `show()` - void function that outputs the three sides
- `area()` - returns the area as a double
  \[ \frac{1}{2} \times \text{side a} \times \text{side b} \]
- `perimeter()` - returns the perimeter as a double
  \[ \text{sum of the 3 sides} \]
- `hypotenuse()` - returns the length of side c
  \[ \sqrt{\text{side a}^2 + \text{side b}^2} \]

`area()`, `perimeter()`, and `hypotenuse()` should be inlined.

3. The user, `main()`, declares two objects for a park and a flower bed. Side a for park is set to 150 and side b to 100. Side a for the flower bed is set to 15.5 and side b to 20. Then `show()`, `area()`, and `perimeter()` are called for the park and then for the flower bed.

4. Use good programming style, that is, vertically align matching braces, code nothing but a brace on a source line, use proper indentation, and use whitespace judiciously.
5. Your program must produce the following output.

Report for park:
Side a is 150.0, side b is 100.0, and the hypotenuse is 180.3.
Area is 7500.0
Perimeter is 430.3

Report for flower bed:
Side a is 15.5, side b is 20.0, and the hypotenuse is 25.3.
Area is 155.0
Perimeter is 60.8