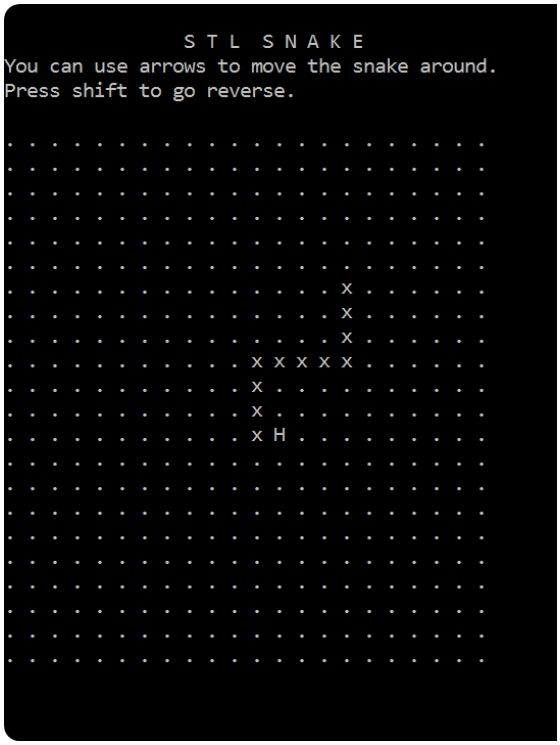
Homework

We have a little game for you to refactor, using **STL**



Open with Visual Studio 2015

Search for **#STL** blocks

Refactor C-style **#STL** blocks using valid STL code

Is the snake still snakin' & dyin' right?

Email solutions at:
gabriel.diaconita@caphyon.com

Description:
You get to modernize the code of a little classic game, **Snake**.
It's already fully functional, you just need to refactor key parts of its code.

You'll need:
- Windows OS
- Visual Studio 2015 or later (*Free* Community Edition works fine)

Steps:

1. Open "SNAKE STL.sln" using Visual Studio 2015 (or later).
2. Compile project and run.
3. Play the game using the on-screen instructions. Close game.

4. Search for "**#STL**" in "Entire Solution" (Ctrl+Shift+F) in Visual Studio.
5. Refactor found blocks using STL algorithms.

```
/* Example */

// #STL Implement this block logic this using STL
{
  // check if we can find the given coordinates in the snake food
  for (auto it = aFood.begin(), itEnd = aFood.end(); it != itEnd; ++it)
    if (*it == potentialFood)
      return true;
  return false;
}

/* becomes: */

return std::find(begin(aFood), end(aFood), potentialFood) != end(aFood);
```

6. Compile & Run again. Is the snake still snakin' ?
7. Send solution code to: **gabriel.diaconita@caphyon.com**

HAVE FUN !