Exercises – Classes

These practical exercises are designed to re-inforce the lecture material.

1. Create a class representing a zombie. Each zombie should have a health and attack value, and a previous occupation. Ensure that the zombie’s variables are private and there are functions to access and modify the zombies’ data.
2. Using the zombie class, create a game in which a small number of zombies attack each other until only one remains! This can be done using the console or the AIE framework.
3. Create an inventory system for an RPG style game; this will involve creating two classes
   1. An item class containing the name, weight, a flag to indicate whether or not the item is stackable, stack count, and appropriate methods.
   2. An inventory class containing a list of items, and data and methods appropriate to controlling the inventory
4. The program should allow you to add and remove items from the inventory and display a list of all the items in the inventory. Make sure you split your program into multiple files.