

(Fighting) Robot Class Design

Although a gross simplification, a fighting robot can be boiled down to three variables - a name, an amount of health, and an amount of damage given. These robots can and will do many things (attack, gain health, etc...), but we are focusing on simply creating the robots today.

Your task will be to create a robot class (robot.h) that includes the three variables listed above, a constructor, and two accessors that return the values of each variable. In addition, create a robot.cpp file that defines the methods in the robot.h class, as well as creates two robot objects AND prints out all of the defining variables for both.

