



## Practical 1 (due 2022-07-29 @ 09:00)

The purpose of this practical is for you to become familiar with the Pseudo Object approach to encapsulation

Additionally, please ensure you understand the Pseudo Object approach to encapsulation covered in the lectures, slides, and tutorials from week 1.

You will need to **implement a C++ program** for a Pseudo Object-based version of the solution for the CSC01A1 2021 Exam SSA (see provided files on EVE). The marks are not awarded for solution logic for the game itself but rather for its conversion into the Pseudo Object-based approach.

One possible solution to the problem can be found under provided files on EVE.

No design is required for this assignment.

Mark sheet		
	Pseudo Object Structure Definition	10
	Function Pointer Definitions	10
	Implementation Functions	10
	Pseudo Object Creation Function	10
	Pseudo Object Destruction Function	10
	Total	/50