 ED1 Scripting Lab

# Objective

The objective of this lab is to familiarize you with Python syntax and developing an interface between a compiled (c++) and interpreted (Python) language.

# Code Section

You will need to complete the following items in the EDUtilities project, see grading breakdown for each individual function

## PythonModule.cpp

All of the functions in the PythonModule class must be implemented

## borg\_entity.py

Develop a new, non trivial behavior for the borg cube.

# Rubric | Grading Breakdown

|  |  |
| --- | --- |
| **Objectives** |  |
| **C++ / Python Interface** |  |
| LoadModule | 20% |
| UnloadModule | 10% |
| CallFuncion | 20% |
| SetValue | 10% (2.5% each) |
| GetValue | 10% (2.5% each) |
| **Python Script** |  |
| Python Behavior | 30% |

Commenting should be appropriate and used where necessary.

Your completed lab should be warning free.

Your completed lab should be error/crash free, a submission that crashes will result in a 0%.

Your project should be free of memory leaks.

Failure to follow directions will result in the loss of additional points.

# Submissions

Lab is due at **the end** of the lab period. Have a lab instructor grade your assignment; you still need to turn in the assignment on VFILER, grades will be posted on LMS. If you are off campus, late assignments can be turned in through LMS.

This lab must be turned in using the .zip file format using as *LastName.FirstName.lab\_name.zip*.

To create the zip file, run the “make submission folder.bat” file. It will create a folder one level higher called “zip\_this\_and\_turn\_in,” leave it named that. Zip it, rename the zip file and turn it in on VFILER.