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The first step is to locate the directory of your project on your local machine. In my case I kept it on the Desktop. Next you will need to change directories to within the project folder where the makefile and main.cpp file live.

cd Desktop cd Assignment5

After accessing your program folder, you will need to run G++ on the main file in order to compile it.

g++ *.cpp

Next you will type, ./a.out

Your program should run!

After tests pass, type

cat avada

cat kedavera

```
jordanscandlyn:∼ Jordan$ cd Desktop
jordanscandlyn:Desktop Jordan$ cd Assignment5
jordanscandlyn:Assignment5 Jordan$ g++ *.cpp
jordanscandlyn:Assignment5 Jordan$ ./a.out
 --- Testing map_item default constructor initializes to E ---
PASS

    Testing map_item constructor accepts char ---

PASS
--- Testing map_item sets type correctly ---
PASS
--- Testing map_item gets type correctly ---
--- Testing map_item implements ostream << (visual comparison required) ---
EXPECTED:
IMPLEMENTED:
--- Testing map_item implements ifstream/ofstream ---
--- Testing map size is correct ---
PASS
--- Testing map default buidling is 'E' ---
PASS
--- Testing map builds correctly ---
PASS
--- Testing map builds correctly (inverted coordinates) ---
PASS
--- Testing map implements ostream << (visual comparison required) ---
EXPECTED:
EOEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
IMPLEMENTED:
EOEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
```

```
PASS
--- Testing map implements ostream << (visual comparison required) ---
EOEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
IMPLEMENTED:
EOEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
EEEEEEEEE
--- Testing map implements ifstream/ofstream ---
PASS
jordanscandlyn:Assignment5 Jordan$ cat avada
Xjordanscandlyn:Assignment5 Jordan$ cat kedavra
\ E | E /
E \ | / E
E / | \setminus E
/ E | E \
```