## PROGRAMMING ASSIGNMENT #5 README

```
Use g++ to compile. Run from command prompt using
command: g++ main.cpp -o driver
Then run using command: ./driver
Sample Output:
make clean; make
rm -f *.o driver blarg avada kedavra
g++ -std=c++11 -c -g -Wall main.cpp
g++ -std=c++11 -c -g -Wall op overloading test.cpp
g++ -std=c++11 -c -g -Wall map.cpp
g++ -std=c++11 -c -g -Wall map item.cpp
g++ -std=c++11 main.o op overloading test.o map.o map item.o -g
-o driver
./driver
--- 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 ---
PASS
--- Testing map item implements ostream << (visual comparison
required) ---
```

```
EXPECTED:
K
File Format Sample Data
SIZE
BUILDING_CODES // for each building in size * size
2
EXRE
Map
- size : int
- items : MapItem *
+ Map()
+ Map( int )
+ ~Map()
+ getSize(): int
+ build(int, int, char): void
+ getMapItem( int, int ) : MapItem
+ operator>> (ifstream&, Map&): ifstream&
+ operator<< (ofstream&, const Map&) : ofstream&
+ operator<< (ostream&, const Map&) : ostream&
MapItem
- type : char
+ MapItem()
+ MapItem( char )
+ getType() : char
```

```
+ setType( char ) : void
+ operator>> (ifstream&, MapItem&): ifstream&
+ operator << (ostream&, const MapItem&) : ostream&
IMPLEMENTED:
K
--- Testing map item implements ifstream/ofstream ---
PASS
--- Testing map size is correct ---
PASS
--- Testing map default building 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