

# Copy Constructor & Destructors

CS 165 – Object Oriented Software Development

Macbeth – Lesson 13.1



# Agenda

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- Opening Prayer
- Scripture
- Copy Constructors & Destructors
- Asteroid Q&A
- Looking Forward

# Scripture

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## Jarom 1:4

And as many as are not stiffnecked and have faith, have communion with the Holy Spirit, which maketh manifest unto the children of men according to their faith.

# Asteroids Minimum Requirements

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- To obtain an "A" on the Asteroid Project, you must meet the following minimum requirements:
  - The game starts with 5 large asteroids placed randomly on the board
  - Ship thrusts forward with up arrow and will rotate with left and right arrows.
  - Bullets are fired based on the direction of the ship and die after 40 frames.
  - Large rocks and Medium Rocks split (with correct angle and speed) per the project description. Small rocks do not split.
  - All objects wrap around the screen.
  - Descriptive comments added before each function (if implemented inline in the .h file, the comments need to be added there as well).
- To obtain bonus points, you must:
  - Meet all requirements above (including comments) – if not met, then no bonus points will be given.
  - Add additional functionality to the game.
  - Summary of additional functionality must be provided in the makefile comments

# Looking Forward

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- Tonight:
  - Asteroids Milestone
  - Checkpoints and Team Activity Quiz from last week
- Read text from I-Learn and work on checkpoints.
- Final Exam – Wed, Dec 13<sup>th</sup> during class (we will practice on Monday)
- Final Asteroids Project – End of the day Wed, Dec 13<sup>th</sup>