

Virtual & Polymorphism

CS 165 – Object Oriented Software Development

Macbeth – Lesson 9.3

Agenda

- Music Friday
- Opening Prayer
- Virtual & Polymorphism
- Skeet Project
- Looking Forward

Music Friday

Did You Think to Pray?

Ere you left your room this morning,
Did you think to pray?
In the name of Christ, our Savior,
Did you sue for loving favor
As a shield today?

Oh, how praying rests the weary!
Prayer will change the night to day.
So, when life gets dark and dreary,
Don't forget to pray.

Skeet Minimum Requirements

- To obtain an "A" on the Skeet Project, you must meet the following minimum requirements:
 - While playing the game, a standard bird, a tough bird, and a sacred bird are presented as targets.
 - When a bird is hit or leaves the screen un-hit, a new bird is created.
 - The game will add/deduct the correct number of points for each bird hit.
 - The bullets travel in the correct direction based on the angle of the rifle.
 - Tough birds will travel slower based on the requirements in the project.
 - 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

Git Hub

- Starting today, the GitHub will now contain the following additional material:
 - My solution for each of the checkpoints
 - My solution for each of the team activities (including stretch challenges)
- Your responsibility:
 - Implement checkpoints and team activities before looking at the solution.
 - It is okay to look at the solution if you get stuck, but then try to implement the solution without looking.
- Goal:
 - Provide you with more timely feedback on checkpoint and team activities
 - Support your effort to solve the weekly projects

Looking Forward

- Monday Evening
 - Skeet Project Due
 - Turn in Checkpoints and Team Activity Quiz
- Read the textbook chapters shown in I-Learn