Skeet Worksheet

1) **Define briefly what each function does.**
2) **Under each class number, identify how the function is defined:**
   - Implement – The function is implemented in this class and is used by all derived classes (e.g. void myFunction();)
   - Virtual – The function is implemented in this class but must also be implemented in all derived classes (e.g. virtual void myFunction();)
   - Pure Virtual – The function is not implemented in this class but must be implemented in all derived classes (e.g. virtual void myFunction() = 0;)
   - Use Base Class – The function does not have a unique implementation in this class. The implementation from the base class will be used.
   - N/A – The function does not belong to this class.

	What does this function do?	**FlyingObject**	**Bullet**	**Bird**	**StandardBird, ToughBird, SacredBird**
getPoint	Returns the point	Implement	Use Base Class	Use Base Class	Use Base Class
getVelocity	Returns the velocity	Implement	Use Base Class	Use Base Class	Use Base Class
isAlive	Return alive	Implement	Use Base Class	Use Base Class	Use Base Class
setPoint	Set the point	Implement	Use Base Class	Use Base Class	Use Base Class
setVelocity	Set the velocity	Implement	Use Base Class	Use Base Class	Use Base Class
setAlive	Set alive	Implement	Use Base Class	Use Base Class	Use Base Class
kill	Set alive to false	Implement	Use Base Class	Use Base Class	Use Base Class
advance	Update point by the current velocity (dx/dy) only if the object is alive.	Implement	Use Base Class	Use Base Class	Use Base Class
draw	Draw the object (bullet, standard bird, tough bird, sacred bird) only if the object is alive.	Pure Virtual	Implement	Pure VIrtual	Implement
fire	Set the initial point and velocity (based on the angle) for the bullet.	N/A	Implement	N/A	N/A
hit	Keep track of the number of hits on the bird. If destroyed then call kill. Return the number of points earned per hit (including bonus if tough bird destroyed).	N/A	N/A	Implement	Use Base Class