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Accessors, Mutators, Constructors – Team Activity

CS 165 – Object Oriented Software Development

Macbeth – Lesson 5.2

Agenda

- Opening Prayer
- Spiritual Thought
- Q&A
  - Review Checkpoint
- Looking Forward
- Team Activity

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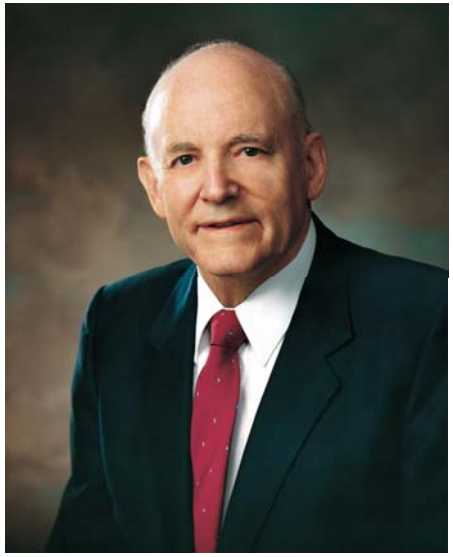
Spiritual Thought

Howard W. Hunter

"Let us be a temple-attending and a temple-loving people. Let us hasten to the temple as frequently as time and means and personal circumstances allow. Let us go not only for our kindred dead, but let us also go for the personal blessing of temple worship, for the sanctity and safety which is provided within those hallowed and consecrated walls. The temple is a place of beauty, it is a place of revelation, it is a place of peace. It is the house of the Lord. It is holy unto the Lord. It should be holy unto us."



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Looking Forward

- Today
  - Complete Team Activity Quiz
  - Complete Checkpoint B

- Monday
  - Assignment 05 Due
  - Last chance to submit Checkpoint A and B

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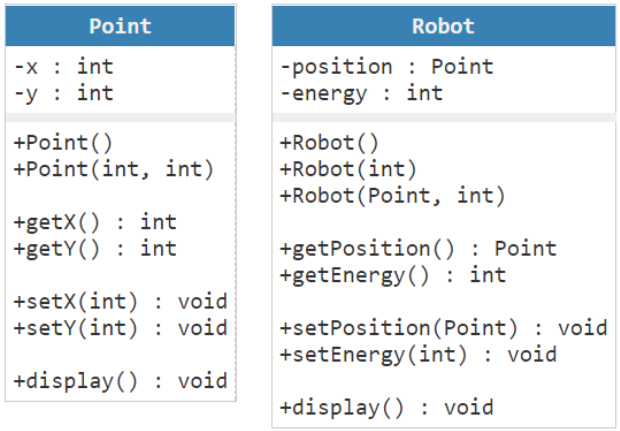
Team Activity

1. Run these Linux commands to setup your code:
   - mkdir ta05
   - cd ta05
   - cp /home/cs165new/ta05/* .
2. You will create a Position class and a Robot class
   - Define class by creating the .h files first
   - Write function declarations in the .cpp file second
   - Implement each function in the .cpp file third
3. When setting member data, reuse your mutator (set) functions so that the data can be validated.
4. For Part 2, 3, and the Stretch Challenges, you will need to uncomment code in ta05.cpp so that you can properly do your tests.
5. Your class definitions in your header files should match the following class diagrams after Parts 1, 2, and 3.



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