

Normo(?) vs. The Guilds Filing System

Objective:

- Classes

Scenario:

After losing track of Normo when he changed his name, class, and level, the guild realized that they needed a more efficient way to store their members' data. This is now your job.

Requirements:

- You will need to create a class called **GuildMember**. The class should contain the following

Private member variables:

- A string for their name
- A string for their class
- An integer for their level
- An integer for their age

Public member functions:

- A getter function for the name and age.
- A setter function for the name, age, and level, and class.
- A function called "passTime()", that calls the private member function "age" and returns void. It takes no parameters.
- A function called "print" that outputs the name, class, level, and age of a member.

Private member functions:

- A function called "age", that takes no parameters, returns void, and increments the members age by 1.

Program Flow

- Create a GuildMember object.
- Take their name, age, class, and level as input from the user, in that order.
- Make Jimothy pass time twice.
- Print Jimothy's information.
- Output Jimothy's name.
- Output Jimothy's age.

Submission

- To test your code, run the command `fg++ *.cpp -o fileName` and type *fileName* into the command line to run your executable.
- Submissions must be made through git. If you need a refresher:
 - `git clone` your repository.
 - `cd` into your repository.
 - Write all of your code in your repo.
 - When you're done, `git add .`
 - `git commit -m "This is a meaningful commit message"`
 - `git push`
 - Double check gitlab to make sure your submission went through.

Sample output

Jimothy
41
Bardbarian

23

Name: Jimothy
Class: Bardbarian
Level: 23
Age: 43

Members name is: Jimothy
Members age is: 43

Notes:

- Remember that if a function does not change the calling object, it should be a constant function.