CH11_004

USING FIELD VALIDATORS

Exercise Files
Starter – Please use the SimObject template files in "gpgt/C++Templates/SimObject"

Answers
"gpgt/engine/answers/chapter11/mySimObject4.h"
"gpgt/engine/answers/chapter11/mySimObject4.cc"

Exercise Mission
n/a

Special Setup
If you have not already done so, please install the the engine SDK (with source code) and make a directory under the "SDK/engine" directory. Name it anything you like. I added a directory and a subdirectory named "engine/ EngineCodingExercises/chapter11/". Now, as you add files to this directory, please add them to your build files too.

Synopsis

In this exercise, we will test your ability to add a validated field to a class.

Prerequisites
1. ch1_001.pdf "Using The Kit"
2. ch10_001.pdf "Compiling Torque in Windows" and/or ch10_002.pdf "Compiling Torque in OSX"

Exercises
1. *mySimObject4 (pg 2)*

USING FIELD VALIDATORS

1 mySimObject4

Goal: Create a new SimObject class named mySimObject4 and add these features:

• Has a single public S32 class member.

• Exposes that class member to the console and validates that it only takes values in the range [-5 , 15].