CH12_002

RELOADERS

Exercise Files
Starter – "Kit/gpgt/server/scripts/gpgt/chapter12/exercise002.cs"
Answers – "Kit/gpgt/server/scripts/gpgt/chapter12/answers/exercise002_f.cs"

Exercise Mission
Chapter 12: "001_DebuggingTorque: Reloaders"

Synopsis

In this exercise, we will test your ability to use a reloader to allow for dynamic code updates while the Kit continues to run.

Prerequisites
1. ch1_001.pdf "Using The Kit"

Exercises
1. My First Reloader (pg 2)

RELOADERS

1 My First Reloader

Goal: Demonstrate the ability to write a simple reloader and to use it while dynamically modifying code.

Starter Code: For this exercise, you are provided with a single function, debugTest().

```
function debugTest()
{
   echo("Hello world!");

   //%torqueIs = "awesome!"
   //echo("Torque is ", %torqueIs);
}
```

Steps:

1. Please write a simple reloader named "rldDebugging002()" that will reload the starter file for this exercise.

2. When you are done, please start the mission associated with this exercise.

3. Now, please open the console and run "debugTest();". Then, answer question 1 below.

4. Now, please uncomment the two commented lines (above) and save the file.

5. In the console, please run "debugTest();" again, and then answer question 2 below.

6. Now, try running "rldDebugging002();" followed by "debugTest();", and then answer questions 3 and 4 below.

7. Now, modify the highlighted lines in "debugTest()" as shown below.

   ```
   %torqueIs = "awesome!";
   echo("Torque is ", %torqueIs);
   ```
8. Run the reloader once more and run the test function once more. Now answer question 5 below.

Questions:

1. What output is printed to the console?

2. What message is printed to the console?

3. Now what message is printed to the console?

4. Did the script get reloaded?

5. What is printed to the console?