CH11_002

REGISTERING AND EXPOSING

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

Answers
"gpgt/engine/answers/chapter11/mySimObject2.h"
"gpgt/engine/answers/chapter11/mySimObject2.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 additional class member types and expose them to the console.

Prerequisites
1. ch1_001.pdf "Using The Kit"

Exercises
1. mySimObject2 (pg 2)

REGISTERING AND EXPOSING

1 mySimObject2

Goal: Create a new SimObject class named mySimObject2 with these features:

- Has five public members (see code below).

- Exposes these members to the console.

- Has a minimum set of methods. That is, you must remove all methods (from the template copy) that are not required to achieve the above goals.

```
F32    mTestF32;
F32    mTestF32Array[6];
ColorI mTestColorI;
bool   mTestBool;
U32    mTestU32;
```

Questions:

1. How many methods does this class implement and what are they?