

CH11_005

EXERCISE

ADDING CONSOLE FUNCTIONS AND METHODS

Exercise Files

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

Answers

"gpgt/engine/answers/chapter11/mySimObject5.h"

"gpgt/engine/answers/chapter11/mySimObject5.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/implement a console function and method in C++.

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. *mySimObject5 (pg 2)*

ADDING CONSOLE FUNCTIONS AND METHODS

1 mySimObject5

Goal: Create a new SimObject class named mySimObject5 and add the following features.

- Implement a console method named "floatingSums()", with these attributes:
 - Takes the minimum args for a standard console method and has not maximum argument count.
 - Assumes all arguments it takes are F32 values.
 - Adds all of these values together and returns them.
- Implement a console function named "tokenize()", with these attributes:
 - Takes at least three arguments in addition to the standard arguments a console function takes and has no maximum argument count.
 - The three required arguments are:
 - token – A string containing a value to be used as a token. It may be zero or more characters in length.
 - string0 – A string containing any value.
 - string1 – A string containing any value.
 - This function builds a single string from the arguments that are passed to it of the form: "string0tokenstring1token...tokenstringN". That is, it concatenates the two required strings and any additional arguments together, placing the token value between every string that is concatenated.
 - This function returns the new string.

Hints:

1. You're going to have to build (safe) space to return the new string in.