

CH11_003

EXERCISE

EXPOSING ENUMERATED TYPES

Exercise Files

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

Answers

"gpgt/engine/answers/chapter11/mySimObject3.h"

"gpgt/engine/answers/chapter11/mySimObject3.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 class member type and expose it using the EnumTable feature.

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. *mySimObject3 (pg 2)*

EXPOSING ENUMERATED TYPES

1 mySimObject3

Goal: Create a new SimObject class named mySimObject3 with these features:

- Has a single S32 class member.
- Implements an enumerated type with five entries (see code below).
- Exposes the class member to take only values of the enumerated type and to use the following names:
 - "Entry0"
 - "Entry1"
 - "Entry2"
 - "Entry3"
 - "Entry4"

```
enum myEntries {  
    myEntry0 = 0,  
    myEntry1,  
    myEntry2,  
    myEntry3,  
    myEntry4,  
};
```