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Homework 2

How to compile

NOTE: all commands seen below were ran on MacOS Monterey 12.1 with clang/clang++ being installed with Homebrew

To run the program, please ensure that clang++ is on your PATH and run the following command:

```
clang++ -std=c++20 wheel.cpp utils.cpp main.cpp -o main.out && ./main.out
```

In this homework Jaran worked on the function prototypes in the header files and how they all go into `main.cpp`.

While Kai worked on `main.cpp` and how all of the functions are implemented into the roulette game.

Overall they both worked on this Homework 50/50. We didn't know the hard mode implementation should be put into the game given the directions so we just decided to make a subclass of `Wheel` called `HardWheel` and changed the type of the wheel instance in the `main` function to be a `HardWheel` since it has all the functionalities of the not hard mode `Wheel` while adding on the functionalities needed for the hard mode. The hard mode functions would only be called if the conditions were met and also the hard mode `bool` flag is true.