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Lab 10 README (Linux)
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CONTENTS

- **Student_Code** - Contains all of the code you'll need to use for the lab assignment
    - **ArenaInterface.h** - Defines a class you must inherit from (see lab specs)
    - **FighterInterface.h** - Defines a class you must inherit from (see lab specs)
    - **Factory.h** - Ignore
    - **Factory.cpp** - Used to assist the test driver
- **Run Test Driver.sh** - Runs the full test driver
- **ignore_me.a** - Ignore; any attempt to modify, read, or understand this document constitutes cheating and will result in a zero for this assignment (further punishment may follow)

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HOW TO USE

- You'll need to use most of the documents in the Student_Code folder as a part of your program. It is recommended that you copy these files into your favorite IDE (Visual Studio, Eclipse, Xcode, etc…) and work on the assignment there.
- Within your favorite IDE you should program and test your solution to the lab specs. It is strongly recommended that you create your own main function to test your code, but understand that it will **not** be used by the test driver.
- Be sure to implement the code in Factory.cpp. The test driver will not run without this.
- When you are ready to test your code, copy all of your ".cpp" and ".h" files from your favorite IDE back into the Student_Code folder (**do not transfer any documents containing a main function**). Then double-click on "Run Test Driver.bat" to run the test driver.

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NOTES

- The test driver is only guaranteed to work on a lab machine; no promises are made regarding other machines. Most likely, you will need to use a lab machine for using the test driver and for passing off the assignment.
- Factory.cpp is the ONLY given document you are allowed to change; changing the names or contents of any other given document or folder will cause problems.

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