

COSC 1560 – Computer Programming II

Assignment 13

Deadline April 30, 2021

The class Sport, and the ‘main’ function, developed in Assignments 11 and 12, are to be updated as follows:

- 1) In the Sport class, the names of the teams participating in the sport must be stored. Therefore, an additional data member is needed to store this information. *Note that the number of teams participating is stored as an existing data member, and this number may be different for each sport.*
- 2) The ‘display’ and ‘populate’ functions should be updated to manage these team names.
- 3) A Sport class constructor should be included. This function should be declared as:

Sport(const string& n=””);

which will give the user the option of passing the name of the Sport when an object is created.

- 4) A Sport destructor should be included.
- 5) Update the appropriate functions to be ‘inline’.
- 6) Remove ‘using namespace std’ from the Sport.h file, and update the code as needed.
- 7) Include header files in an appropriate order in each file.

THE DEPARTMENT STANDARDS FOR “STYLE GUIDELINES” SHOULD BE FOLLOWED IN ALL CODE.