

DERIVED CLASSES

Workshop 7 (out of 10 marks – 3.75% of your final grade)

In this workshop, you are to code a simple hierarchy and define helper functions to support the base and derived classes.

LEARNING OUTCOMES

Upon successful completion of this workshop, you will have demonstrated the abilities to:

- inherit a derived class from a base class
- shadow a base class member function with a derived class member function
- access a shadowed member function that is defined in a base class
- define a non-friend helper function that supports a class
- implement friendship between a helper function and the class it supports
- describe what you have learned in completing this workshop

SUBMISSION POLICY

The *in-lab* section is to be completed during your assigned lab section. It is to be completed and submitted by the end of the workshop period.

If you attend the lab period and cannot complete the *in-lab* portion of the workshop during that period, ask your instructor for permission to complete the *in-lab* portion after the period. You must be present at the lab in order to get credit for the *in-lab* portion.

If you do not attend the lab, you can submit the *in-lab* section along with your *at-home* section (see penalties below). The *at-home* portion of the lab is due on the day that is four days after your scheduled *in-lab* workshop (@23:59) (even if that day is a holiday).

All your work (all the files you create or modify) must contain your name, Seneca email and student number.

You are responsible to back up your work regularly.

LATE SUBMISSION PENALTIES

- *In-lab* portion submitted late, with *at-home* portion: **0** for *in-lab*. Maximum of **7**/10 for the entire workshop.
- If any of *in-lab*, *at-home* or *reflection* portions is missing, the mark for the workshop will be **0**/10.

IN-LAB (30%):

Design a base class named `Hero`, in namespace `sict`. This class holds information about a fictional hero character. Place your class definition in a header file named `Hero.h` and your function definitions in an implementation file named `Hero.cpp`. Include in your design all of the statements necessary to compile and to run your code successfully using a standard C++ compiler.

The model for battles between `Heroes` is simple. Each `Hero` has a non-negative integer health number. A `Hero` is not alive if their health is 0. During a battle `Heroes` attack one another. Each `Hero` has their own specific attack strength. Each attack inflicts damage on the attacked `Hero`. The inflicted damage is subtracted from the attacked `Hero`'s health. The winner of the battle is the `Hero` who remains alive when the other `Hero` has died. A `Hero` is alive as long as their health number is positive-valued. A battle ends in a draw after `max_rounds` rounds.

Initialize `max_rounds` to 100.

A `Hero` object contains the following data:

- The name of the `Hero` – up to 40 characters (excluding the null byte)
- The health of the `Hero` – a positive-valued integer
- The attack strength of the `Hero` – a positive-valued integer

Upon instantiation, a `Hero` object receives no information or information on all three values. If the information received is valid, the object accepts them. Otherwise, the object assumes a safe empty state.

Your design includes the following member functions:

- `void operator--(int attack)`: an overloaded operator that receives an attack strength and, if that strength is positive-valued, deducts that strength from the current object's health. If the attack strength received is not positive-valued, this operator does nothing. If the deduction drops the current object's health below 0, this operator resets its health to 0.
- `bool isAlive() const`: a query that returns `true` if the current object is healthy and `false` otherwise.

`int attackStrength()` `const`: a query that returns the attack strength of the current object. If the object is in a safe empty state, this function returns 0.

Your design includes two helper operators, which support your class:

`ostream& operator<< (ostream& os, const Hero& hero)`: a friend that inserts the name of `hero` into stream `os` and returns a reference to that stream. If `hero` is empty, this function displays the message:

```
No hero
```

`const Hero& operator* (const Hero& first, const Hero& second)`: a non-friend that returns an unmodifiable reference to the winner of the battle between the `Heroes` after `max_rounds` rounds. This function displays the names of the battle participants as shown in the sample output below, makes local copies of the participants, determines the damage that each inflicts on the other in a single attack and battles until either one of the participants dies or the maximum number of rounds is reached. In each round, this function deducts the damage inflicted on one `Hero` by the other `Hero`. Finally, this function displays the name of the winner. In the case of a draw, this function assumes arbitrarily that the left operand (`first`) has won. This function returns a reference to the winner object.

Using the sample implementation of the `w7_lab.cpp` main module listed below, test your code and make sure that it works. The expected output from your program is listed below this source code. The output of your program should match **exactly** the expected one.

IN-LAB MAIN MODULE

```
#include <iostream>
#include "Hero.h"

using namespace std;
using namespace sict;
```

```

int main()
{
    cout << "Greek Heroes";
    Hero hercules      ("Hercules",  32, 4);
    Hero theseus       ("Theseus",   14, 5);
    Hero oddyseus      ("Odysseus",  15, 3);
    Hero ajax          ("Ajax",      17, 5);
    Hero achilles      ("Achilles",  20, 6);
    Hero hector        ("Hector",    30, 5);
    Hero atalanta    ("Atalanta", 10, 3);
    Hero hippolyta     ("Hippolyta", 10, 2);

    cout << endl << "Quarter Finals" << endl;
    const Hero& greek_winner1 = achilles * hector;
    const Hero& greek_winner2 = hercules * theseus;
    const Hero& greek_winner3 = oddyseus * ajax;
    const Hero& greek_winner4 = atalanta * hippolyta;

    cout << endl << "Semi Finals" << endl;
    const Hero& greek_winner_semifinal1 = greek_winner1 * greek_winner2;
    const Hero& greek_winner_semifinal2 = greek_winner3 * greek_winner4;

    cout << endl << "Finals" << endl;
    greek_winner_semifinal1 * greek_winner_semifinal2;

    return 0;
}

```

IN-LAB EXPECTED OUTPUT

```

Greek Heroes
Quarter Finals
Ancient Battle! Achilles vs Hector : Winner is Hector in 4 rounds.
Ancient Battle! Hercules vs Theseus : Winner is Hercules in 4 rounds.
Ancient Battle! Odysseus vs Ajax : Winner is Ajax in 3 rounds.
Ancient Battle! Atalanta vs Hippolyta : Winner is Atalanta in 4 rounds.

Semi Finals
Ancient Battle! Hector vs Hercules : Winner is Hector in 7 rounds.
Ancient Battle! Ajax vs Atalanta : Winner is Ajax in 2 rounds.

Finals
Ancient Battle! Hector vs Ajax : Winner is Hector in 4 rounds.

```

IN-LAB SUBMISSION

To test and demonstrate execution of your program use the same data as the output example above.

If not on matrix already, upload `Hero.h`, `Hero.cpp` and `w7_lab.cpp` to your matrix account. Compile and run your code and make sure everything works properly.

Then, run the following command from your account (use your professor's Seneca userid to replace `profname.proflastname`, and your section ID to replace `XXX`, i.e., SAA, SBB, etc.):

```
~profname.proflastname/submit 244XXX_w7_lab<ENTER>
```

and follow the instructions.

IMPORTANT: Please note that a successful submission does not guarantee full credit for this workshop. If your professor is not satisfied with your implementation, your professor may ask you to resubmit. Resubmissions will attract a penalty.

AT-HOME (30%)

Derive a class named `SuperHero` from the `Hero` class that you coded for the *in-lab* section. Include in your design all of the statements and keywords necessary to compile and to run your code successfully using a standard C++ compiler.

Super Heroes behave like Heroes, except that Super Heroes have Super Powers! A `SuperHero` has a regular normal attack strength, and health, but can also use their super power to attack with a bonus, and to defend themselves—but only against another `SuperHero`. ***When a `SuperHero` fights against a `Hero`, the `SuperHero` does not use its super power, but only uses its regular `Hero` attack strength.***

Upon instantiation, a `SuperHero` object may receive no information or the following **five** values:

- The address of a C-style string containing the name of the `SuperHero`,
- The **health** of the `SuperHero`,
- The **attack** strength of the `SuperHero` in attacks on a `Hero`,
- The super power attack **bonus** of the `SuperHero`,
- The **defend** strength of the `SuperHero`.

The model for a `SuperHero` battle is the same as the model for a `Hero` battle, but the damage in any single round is calculated differently. When a `SuperHero` attacks another `SuperHero`, the attack strength of the attacking `SuperHero` is its attack strength plus its bonus attack strength. Moreover, when a `SuperHero` is attacked by another `SuperHero`, the damage to the attacked `SuperHero` is the attack strength of the attacking `SuperHero` minus the defend strength of the attacked `SuperHero`.

$$\begin{aligned}\text{Damage}(A) &= (\text{Attack of B} + \text{AttackBonus of B}) - \text{DefendStrength of A} \\ \text{Damage}(B) &= (\text{Attack of A} + \text{AttackBonus of A}) - \text{DefendStrength of B}\end{aligned}$$

Your `SuperHero` class includes the two constructors described above and the following member functions:

`int` `attackStrength()` `const`: a query that returns the attack strength of the current object including its super power bonus. If the object is in a safe empty state, this function returns 0.

`int` `defend()` `const`: a query that returns the defend strength of the current object. If the object is in a safe empty state, this function returns 0.

Your design includes a helper operator, which supports your class:

`const SuperHero& operator*(const SuperHero& first, const SuperHero& second)`: a non-friend that returns an unmodifiable reference to the winner of the battle between the `SuperHeroes` after `max_rounds` rounds. This function displays the names of the battle participants as shown in the sample output below, makes local copies of the participants, determines the damage that each inflicts on the other in a single attack and battles until either one of the participants dies or the maximum number of rounds is reached. In each round, this function deducts the damage inflicted on a `SuperHero` by the other `SuperHero`. Finally, this function displays the name of the winner. In the case of a draw, this function assumes arbitrarily that the left operand (`first`) has won. This function returns a reference to the winner object.

The following program (`w7_home.cpp`) uses your `SuperHero` and `Hero` classes and produces the output listed below.

```
#include <iostream>
#include "Hero.h"
#include "SuperHero.h"

using namespace std;
using namespace sict;

void line(int width) {
    cout.width(width - 1);
    cout.fill('-');
    cout << '-';
    cout.fill(' ');
}

int main() {
    line(60);
```



```

cout << endl << "Greek Heroes";
Hero hercules      ("Hercules", 32, 4);
Hero theseus       ("Theseus", 14, 5);
Hero oddyseus      ("Odysseus", 15, 3);
Hero ajax          ("Ajax", 17, 5);
Hero achilles      ("Achilles", 20, 6);
Hero hector        ("Hector", 30, 5);
Hero atalanta    ("Atalanta", 10, 3);
Hero hippolyta     ("Hippolyta", 10, 2);

cout << endl << "Quarter Finals" << endl;
const Hero& greek_winner1 = achilles * hector;
const Hero& greek_winner2 = hercules * theseus;
const Hero& greek_winner3 = oddyseus * ajax;
const Hero& greek_winner4 = atalanta * hippolyta;

cout << endl << "Semi Finals" << endl;
const Hero& greek_winner_semifinal1 = greek_winner1 * greek_winner2;
const Hero& greek_winner_semifinal2 = greek_winner3 * greek_winner4;

cout << endl << "Finals" << endl;
const Hero& greek_final = greek_winner_semifinal1 * greek_winner_semifinal2;

line(60);
cout << endl << "Comic book SuperHeros";

SuperHero superman ("Superman", 50, 9, 1, 9);
SuperHero hulk      ("The_Hulk", 70, 6, 14, 3);
SuperHero wonderwoman ("WonderWoman", 80, 5, 10, 10);
SuperHero raven      ("Raven", 30, 10, 2, 5);

cout << endl << "Semi Finals" << endl;
const SuperHero& comic_winner1 = superman * hulk;
const SuperHero& comic_winner2 = wonderwoman * raven;

cout << endl << "Finals" << endl;
const SuperHero& comic_final = comic_winner1 * comic_winner2;

line(60);
cout << endl << "Best Greeks Hero vs Best Comic Book SuperHero" << endl;
greek_final * comic_final;
}

```

```

-----
Greek Heroes
Quarter Finals
Ancient Battle! Achilles vs Hector : Winner is Hector in 4 rounds.
Ancient Battle! Hercules vs Theseus : Winner is Hercules in 4 rounds.
Ancient Battle! Odysseus vs Ajax : Winner is Ajax in 3 rounds.
Ancient Battle! Atalanta vs Hippolyta : Winner is Atalanta in 4 rounds.

Semi Finals
Ancient Battle! Hector vs Hercules : Winner is Hector in 7 rounds.
Ancient Battle! Ajax vs Atalanta : Winner is Ajax in 2 rounds.

Finals
Ancient Battle! Hector vs Ajax : Winner is Hector in 4 rounds.
-----

```

```
Comic book SuperHeros
Semi Finals
Super Fight! Superman vs The_Hulk : Winner is The_Hulk in 5 rounds.
Super Fight! WonderWoman vs Raven : Winner is WonderWoman in 3 rounds.

Finals
Super Fight! The_Hulk vs WonderWoman : Winner is WonderWoman in 6 rounds.
-----
Best Greeks Hero vs Best Comic Book SuperHero

Ancient Battle! Hector vs WonderWoman : Winner is WonderWoman in 6 rounds.
```

REFLECTION (40%)

Study your final solution, reread the related parts of the course notes, and make sure that you have understood the concepts covered by this workshop. **This should take no less than 30 minutes of your time.**

Create a file named `reflect.txt` that contains your **detailed description of the topics that you have learned** in completing this workshop and mention any issues that caused you difficulty. Include in your explanation—but **do not limit it to**—the following points:

1. Does the `Hero` class need to know about the existence of the `SuperHero` class? (Hint: do a search in `Hero.cpp`, does the word “SuperHero” appear anywhere?)
2. Does the `SuperHero` class need to know about the existence of the `Hero` class? (Hint: do a search in `SuperHero.cpp`, does the word “Hero” appear anywhere?)
3. The program prints out “Ancient Battle!” when 2 `Heroes` fight. It prints out “Super Fight!” when 2 `SuperHeroes` fight. When you tried to make a `Hero` fight a `SuperHero`, what did it print out?

Quiz Reflection

Add a section to `reflect.txt` called **Quiz X Reflection**. Replace the **X** with the number of the last quiz that you received and list the numbers of all questions that you answered incorrectly.

Then for each incorrectly answered question write your mistake and the correct answer to that question. If you have missed the last quiz, then write all the questions and their answers.

AT-HOME SUBMISSION

To submit the *at-home* section, demonstrate execution of your program with the exact output as in the example above.

Upload `reflect.txt`, `Hero.h`, `Hero.cpp` and `w7_home.cpp` to your matrix account. Compile and run your code and make sure everything works properly.

To submit, run the following command from your account (use your professor's Seneca userid to replace `profname.proflastname`, and your section ID to replace `XXX`, i.e., `SAA`, `SBB`, etc.):

```
~profname.proflastname/submit 244XXX_w7_home<ENTER>
```

and follow the instructions.

IMPORTANT: Please note that a successful submission does not guarantee full credit for this workshop. If the professor is not satisfied with your implementation, your professor may ask you to resubmit. Resubmissions will attract a penalty.