



CSCI 2270

Data Structures & Algorithms

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Lecture 36

Apr 17, 2013

Object Coding

Lecture Goals

1. Game HW Recap
2. Coding w/Objects

Upcoming Homework Assignment

HW #10 **Due: Friday, Apr 19**

FSM

Many people are having issues with programming with classes. Others have issues with the data structure (there's not much *algorithm* here). Today we'll review how to program using C++ classes.

Game HW (Short Version)

This week: make a simple game that involves at least one player making decisions. Concentrate on using an existing data structure/algorithm or invent your own. Do this in a group of $n \geq 3$ people in any language.

You'll turn in an archive including code, a description of who is involved, and (most importantly) what you did, why, and what you learned.

It has to be possible for the player to make bad decisions and lose the game.

Game Ideas

- Pong (one player per paddle)
- Pong (P1 = paddles, P2 = ball)
- Checkers
- Chess
- Tic-Tac-Toe
- Go Fish
- Civilization Clone
- Text Adventure
- Roguelike

Reminder: this does not have to be fancy. Graphics are cool but beware of biting off more than you can chew.

Objects in C++

The rest of the lecture is in **CPP_Classes.pdf** in the FSM homework directory.

Then I'll break out my editor and code.

If you are down with C++ classes and object orientation, your time might be spent better doing something else. Go build a snowman or get started on your project? Hit up the Sink? Man I could destroy a sinkburger right now.