

HW5 instructions

Much of the code you need is given in the HW5Assigned/userid directory. You need to do the following to get this working:

1. Declare a `std::map` in `Map.h` that takes an `int` as a key, and a pointer to a `TwoTuple` (for which code is provided) as data.
2. Define the `Map::insert(int, TwoTuple*)` function that inserts a key/data pair into the `std::map` of 1.
3. Define a `Map::lookUp(int key)` function that returns a pointer to the `TwoTuple` associated with the key, and a `nullptr` if the key is not in the map.

Your output should look very similar to:

```
key: 0, (Bob, 0)
key: 1, (Ralph, 10)
key: 2, (Mary, 20)
key: 3, (Lou, 30)
key: 4, (Sam, 40)
key 6, nullptr
```

What to turn in

Turn in your code in a directory named after your userid. Make sure it compiles on linux with `g++ -std=c++11 *.cpp`.