



Lab 08: Return of the Cow

Overview

This lab's purpose is to provide students with experience in file I/O and C++ exceptions. It is recommended that students use command line tools and editors for this lab (though it is not strictly speaking required). This lab will require students to build on their previous lab experience, in which a version of the **cowsay** utility was created. Students will need to look up the constructors for some C++ standard objects, such as exceptions, in the C++ documentation to complete this lab. Note that you will need to set the language version to $\underline{C++17}$ in your CMakeLists.txt file for this project.

Specification

Students will update the driver program class (cowsay) and also add one new class - FileCow. The FileCow class should extend the Cow class, and IceDragon must be derived from Dragon. As before, the HeiferGenerator class is provided for you – but updated to handle the new FileCow class. (Please refer to specification for previous lab for a refresher.) Students may implement protected attributes and methods if they chose to do so. This is not required – it is purely optional. No public attributes / methods should be added to the specification!

Cowsay Class (Program Driver)

Your program must accept command line arguments as follows:

cowsay -1

cowsay MESSAGE

cowsay -n COW MESSAGE

cowsay -f COW MESSAGE

Lists the available cows

Prints out the MESSAGE using the default cow

Prints out the MESSAGE using the specified built-in COW

Prints out the MESSAGE using the specified file COW

Note that this version of the utility handles a special set of Cow-derived FileCow objects. The HeiferGenerator will automatically create FileCow objects (using the FileCow constructor) from files in the "cows" directory.

```
>cowsay -l
Regular cows available: heifer kitteh dragon ice-dragon
File cows available: moose turkey turtle tux
```

Previous Work

The following classes, developed previously, are required for this lab to function.

```
lceDragon (extends Dragon)
public Dragon(const string& _name, const string& _image) // Constructor
public bool canBreatheFire() // Returns false
```

FileCow Class

The FileCow class must be derived from the Cow class. In addition, FileCow must add the following behavior:

```
public FileCow(const string& _name, const string& filename)
```

Constructor; creates a new FileCow object with the given name and an image loaded from filename. If the file cannot be loaded, it should *throw* a new std::ifstream::failure exception object with the message "MOOOOO!!!!!!". This should be the only public constructor for the FileCow class!

```
public void setImage()
```

Should *throw* a new **std::runtime_error** exception object with message "Cannot reset FileCow Image".

Submissions

NOTE: Your output must match the example output *exactly*. If it does not, *you will not receive full credit for your submission*!

Files: rotc.zip

Method: Submit on Canvas

Compressed Archive (rotc.zip)

We do not list required source files, only headers. You may include any additional source or header files in addition to those listed, but you must have the listed files at a minimum.

Your compressed file should have the following directory/file structure:

```
rotc.zip

rotc (directory)

CMakeLists.txt

Cow.h

Dragon.h

FileCow.h

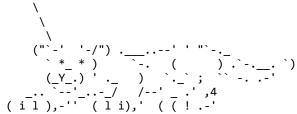
IceDragon.h

(Other sources / folders)
```

Sample Output

>java Cowsay -n kitteh Moew-Moew!

Moew-Moew!



>java Cowsay -l

Regular cows available: heifer kitteh dragon ice-dragon File cows available: moose turkey turtle tux

>java Cowsay -n ninja Hello world!
Could not find ninja cow!

>java Cowsay -f tux Do you have any herring?

Do you have any herring?



>java Cowsay -f alien Earth is ours!
Could not find alien cow!

>java Cowsay -f kitteh MEOW!!!
Could not find kitteh cow!

>java Cowsay -n tux How about tuna?
Could not find tux cow!