C++ Programming Challenge

Instructions

- Please assume that:
 - All messages are sent and received as a stream of binary data, with each byte containing 8 bits of message content. Bits are sent/received from MSB to LSB.
 - All message fields are in Network Byte Order. The code should be agnostic to endianness.
- Please submit your header and source files only, plus the execution result print-out. Please do not submit your executable, project files, etc.
- 1. A hypothetical protocol used to communicate with UAVs has the following common fields:

| Bits | Field |
|----------|----------------|
| 16 | Message ID |
| 8 | Sender ID |
| 8 | Receiver ID |
| 32 | Payload Length |
| Variable | Payload |

Implement a C++ class that can be used as the base class to develop specific messages later. This class should have the following features:

- Initialization of common fields.
- Access method for each and every common field.
- A virtual Send function that returns a string containing the message to be sent.
- A virtual Receive function that accepts a string containing the message received, and populates the values of the common fields.
- 2. Implement a C++ class using the base class above to process a message with the following payload:

| Bits | Field |
|------|--------|
| 1 | Lights |
| 1 | Camera |
| 6 | Action |
| 64 | Name |

This class should have the following features:

- Inherits the base class in Problem #1.
- Initialization of all payload fields.
- Access method for each and every payload field.
- A Send function that returns a string containing the message to be sent.
- A Receive function that accepts a string containing the message received, and populate the values of the payload fields.

| 3. | Write a unit test framework to verify your implementation above. Use your engineering judgment on the scope of your test cases. A text print-out should be produced for the result of each test case |
|----|--|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |