**TASK 1:**

1.

|  |  |
| --- | --- |
| **Name** | **Value** |
| Direction | "s" |
| FirstLetter | -52 'Ì' |
| player | {x=18 y=1 } |
| board | {tiles=0x00fbfd14 {0x00fbfd14 "##########..., 0x00fbfd1e "##########..., 0x00fbfd28 "##########..., ...} } |

2.

|  |  |
| --- | --- |
| **Name** | **Value** |
| firstLetter | 115 's' |

**How has firstLetter changed?**

The value went from garbage to a value that means something to the code. The variable was initialized and given a value.

3.

|  |  |
| --- | --- |
| **Name** | **Value** |
| MOVE\_UP | 119 'w' |
| MOVE\_DOWN | 115 's' |
| MOVE\_LEFT | 97 'a' |
| MOVE\_RIGHT | 100 'd' |

4.

|  |  |  |
| --- | --- | --- |
| # | Member variable name | Value |
| 1 | X | 2 |
| 2 | y | 1 |

**Task 2:**

**1. Question: As you step through this function, which line of code is called:**

**system(“cls”);**

**Task 3:**

1. **What was the function that called GenerateMap()s ?**

**Gameplay(int & score)**

1. **What was the function that called the function that called GenerateMap() ?  
   main()**