

Programming 2
Cptr.212

Fall 2020 | Southwestern College
Professor Evan Daniel
Evan.Daniel@SCKans.edu

Assignment #5

"Game with Classes (Part I)"

DELIVERABLES

Create a simple game that can be played in the terminal. The game must be created using objects constructed from classes. This assignment will span two weeks: for the first week, students are required to create the preliminary functionality of the game, including the display of colors in a grid across the terminal, and to respond to user input. By the end of the second week, students will have created different types of objects in the game using classes.

COMMENTS

C classes are achieved through the use of structs, often dispersed across several different files to achieve code isolation. Because C does not "hit us over the head" with keywords spelling out how we can construct classes, it is up to us to create classes that are well thought out. We will discuss topics including the reasons for using classes, naming conventions and best practices, and the separation of C source code into several different files. Ultimately, we will approach the goal of constructing API's that other programmers can use.

TEXTBOOK CONNECTIONS

Read Chapter 6 (*Derived Data Types*) in its entirety, noting in particular sections 6.3 (*structures*) and 6.4 (*new names for types: type aliases*). Skim (as needed) Chapter 7 (*Functions*).