BLG 252E Object Oriented Programming Homework 3 $\,$

Due: Friday, May 12, 2023

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Introduction

In this homework, we were asked to implement a Pokemon game. I have created four .h files and four .cpp files. pokemon.h and pokemon.cpp contains the Pokemon class definitions and declarations respectively. electricPokemon.h and electricPokemon.cpp contains the ElectricPokemon, psychicPokemon.h and psychicPokemon.cpp contains the PsychicPokemon, arena.h and arena.cpp contains the Arena class definitions and declarations respectively. The code is explained in detail with comments in the source codes.

A makefile is also included, and homework can be compiled with make assignment3 console command in a Linux environment.

Relations, Visibility, Parameter Hiding

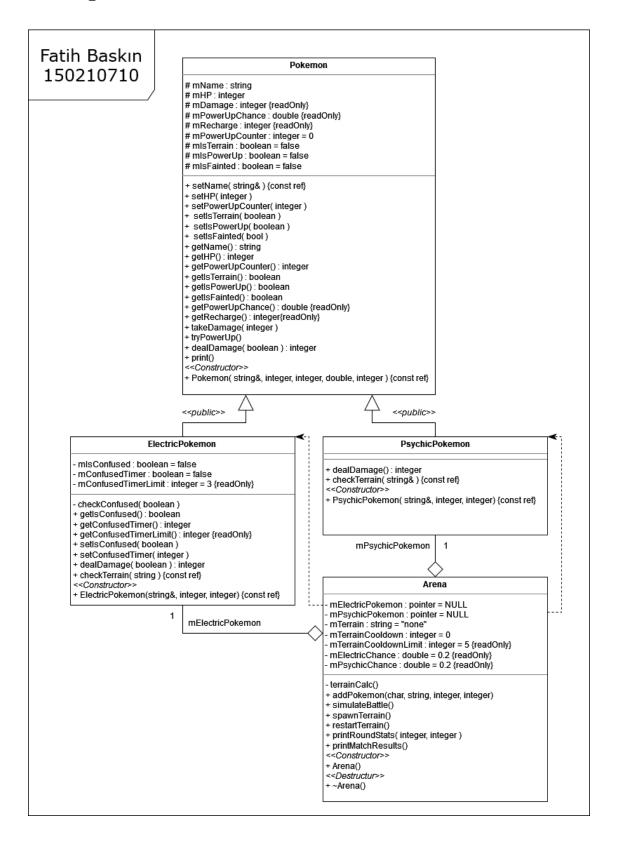
Pokemon and ElectricPokemon classes have an inheritance relation, ElectricPokemon is a Pokemon. Inheritance is a public inheritance. Name hiding is used for the dealDamage() method.

Pokemon and PsychicPokemon classes have an inheritance relation, PsychicPokemon is a Pokemon. Inheritance is a public inheritance. Name hiding is used for the dealDamage() method.

ElectricPokemon and Arena classes have an aggregation relation, Arena has a ElectricPokemon. Arena has both parameter visibility (with the void setElectricPokemon(ElectricPokemon *) method) and attribute visibility to ElectricPokemon.

PsychicPokemon and Arena classes have an aggregation relation, Arena has a PsychicPokemon. Arena has both parameter visibility (with the void setPsychicPokemon(PsychicPokemon *) method) and attribute visibility to PsychicPokemon.

UML Diagram



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