

3460:209-010 Fall 2011 Lab 8 Report

Name:
UANET id: ig11

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```
/home/research/hvnl/cs210fa15/010/students/ig11/Labs/Lab8/animal.cpp:2:20: fatal error: animal.h: No such file or directory
#include "animal.h"
^
```

```
compilation terminated.
/home/research/hvnl/cs210fa15/010/students/ig11/Labs/Lab8/main.cpp:3:22: fatal error: animal.hpp: No such file or directory
#include "animal.hpp"
^
```

```
compilation terminated.
=====Test input input.txt=====
```

```
8
0
3
4
```

```
=====Test output:=====
```

```
../../../../bin/runlab.sh: line 67: /home/research/hvnl/cs210fa15/010/students/ig11/Labs/Lab8/runlab: No such file or directory
```

Note: First column is revision number when that line was last changed.

```
----- ig11/Labs/Lab8/animal.cpp -----
//left intentionally blank
#include "animal.h"
```

```
----- ig11/Labs/Lab8/CMakeLists.txt -----
project(Lab8 CXX)
```

```
cmake_minimum_required(VERSION 2.8)
```

```
set(CMAKE_CXX_FLAGS "-std=c++11")
```

```
add_executable(lab8 animal.hpp main.cpp)
```

```
----- ig11/Labs/Lab8/main.cpp -----
#include <ctime> // for std::time
#include <cstdlib> // for std::srand, std::rand
#include "animal.hpp"
#include <iostream>
#include <string>
#include <vector>
```

```
struct The_farmer_says
{
```

```
    void play(){
        // Seed the pseudo-random number generator.
        std::srand(std::time(0));
        // Create the "wheel"
        std::vector<Animal*> v = {
            new Cow(), new Cat(), new Frog(),
            new Horse(), new Sheep(), new Dog(),
            new Duck(), new Pig(), new Fox()
        };

        // Play the "game"
        for(int i=0;i<10;i++) {
            Animal* a = v[rand() % (v.size())];
            std::cout << a->name() << " says " << a->sound() << '\n';
        }
    }
};
```

```
// Reclaim resources.
for (Animal* a : v)
    delete a;
```

```
};
```

```
int main()
```

```
{
```

```
    // Seed the pseudo-random number generator.
    std::srand(std::time(0));
```

```
    // Create the wheel.
    The_farmer_says game;
```

```
    // Play the game.
    game.play();
```

```
}
```

```
-----
r1585 | ig11 | 2015-11-17 19:19:33 -0500 (Tue, 17 Nov 2015) | 1 line
```

```
final commit
```

```
-----
r1334 | hvnl | 2015-11-09 15:12:33 -0500 (Mon, 09 Nov 2015) | 1 line
```

```
lab 8 folders for both sections
-----
```