QUIZ

REQUIREMENT 4 (TEST-CASE UPDATE 24/08)

Started on	Wednesday, 23 August 2023, 11:52 PM
State	Finished
Completed on	Thursday, 24 August 2023, 12:23 AM
Time taken	30 mins 39 secs
Marks	0.00/1.00
Grade	**0.00** out of 10.00 (**0**%)

Question 1

Incorrect

Mark 0.00 out of 1.00

Flag question

Implement Game class

For example:

Test

```
string tempMap[50][50]=
{   {"","","","",""},
    {"","","","",""},
    {"","","","",""},
    {"","","","",""},
    {"","","","",""}};
int r=5;
int c=5;
string **Map=new string*[r];
for(int i=0;i<r;i++){
    Map[i]=new string[c];
    for(int j=0;j<c;j++){
        Map[i][j]=tempMap[i][j];
    }
}
gameMap gMap(Map,r,c);
Game a(gMap);
zodiac* k=new goat("G1",point(3,4));
zodiac* k2=new cat("C2",point(4,4));
zodiac* a2=new rooster("R3",point(1,4));
a.addZo(k);
a.addZo(k2);
a.addZo(a2);
a.startGame(point(1,1),1);
```

Result

```
GAME START
 _____________________________________
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |G      |       |       |R3     |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |G1     |
|_______|_______|_______|_______|_______|
|       |       |       |       |C2     |
|_______|_______|_______|_______|_______|
TURN 1
goat G1 at (3,2) move from (3,4)
cat C2 at (4,2) move from (4,4)
rooster R3 at (1,2) move from (1,4)
 _____________________________________
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |G      |R3     |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |       |G1     |       |       |
|_______|_______|_______|_______|_______|
|       |       |C2     |       |       |
|_______|_______|_______|_______|_______|
TURN 2
goat G1 at (1,2) move from (3,2)
cat C2 at (2,2) move from (4,2)
rooster R3 at (1,1) move from (1,2)
 _____________________________________
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |GR3    |G1     |       |       |
|_______|_______|_______|_______|_______|
|       |       |C2     |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
########RESULT#########
Congratulations to the winner rooster R3 at (1,1)
Rank 2:goat G1 at (1,2)
Rank 3:cat C2 at (2,2)
```

```
string tempMap[50][50]=
{   {"","","","",""},
    {"","","","",""},
    {"","","","",""},
    {"","","","",""},
    {"","","","",""}};
int r=5;
int c=5;
string **Map=new string*[r];
for(int i=0;i<r;i++){
    Map[i]=new string[c];
    for(int j=0;j<c;j++){
        Map[i][j]=tempMap[i][j];
    }
}
gameMap gMap(Map,r,c);
Game a(gMap);
zodiac* k=new boar("B1",point(3,4));
zodiac* k2=new boar("B2",point(3,4));
zodiac* a2=new rat("R3",point(1,4));
a.addZo(k);
a.addZo(k2);
a.addZo(a2);
a.startGame(point(1,1),1);
```

```
GAME START
 _____________________________________
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |G      |       |       |R3     |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |B1B2   |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
TURN 1
boar B1 at (3,3) move from (3,4)
boar B2 at (3,3) move from (3,4)
rat R3 at (1,3) move from (1,4)
 _____________________________________
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |G      |       |R3     |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
|       |       |       |B1B2   |       |
|_______|_______|_______|_______|_______|
|       |       |       |       |       |
|_______|_______|_______|_______|_______|
TURN 2
```

```
boar B1 at (3,2) move from (3,3)
boar B2 at (3,2) move from (3,3)
rat R3 at (1,2) move from (1,3)
 _____________________________
|      |      |      |      |      |
|______|______|______|______|______|
|      |G     |R3    |      |      |
|______|______|______|______|______|
|      |      |      |      |      |
|______|______|______|______|______|
|      |      |B1B2  |      |      |
|______|______|______|______|______|
|      |      |      |      |      |
|______|______|______|______|______|
TURN 3
boar B1 at (2,2) move from (3,2)
boar B2 at (2,2) move from (3,2)
rat R3 at (1,1) move from (1,2)
 _____________________________
|      |      |      |      |      |
|______|______|______|______|______|
|      |GR3   |      |      |      |
|______|______|______|______|______|
|      |      |B1B2  |      |      |
|______|______|______|______|______|
|      |      |      |      |      |
|______|______|______|______|______|
|      |      |      |      |      |
|______|______|______|______|______|
########RESULT#########
Congratulations to the winner rat R3 at (1,1)
Rank 2:boar B1 at (2,2)
Rank 2:boar B2 at (2,2)
```

Answer: (penalty regime: 0 %)

```
    for (int i = 0; i < row; i++) {
        cout << "|";
        bool flag = 0;
        string* tempArray = new string[col];
        for (int j = 0; j < col; j++) {
            string temp = "";
            //2lines
            int siz = mapMat[i][j].size();
            if (siz > 6) {
                flag = 1;
                for (int k = 0; k < 5; k++) {
                    temp += mapMat[i][j][k];
                }
                temp += "_";
                tempArray[j] = "";
                for (int k = 5; k < siz; k++) {
                    tempArray[j] += mapMat[i][j][k];
                }
                cout << setw(7) << left << temp << "|";
            }
            //1line
            else {
```

Syntax Error(s)

```
__tester__.cpp: In function 'int main()':
__tester__.cpp:120:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:120:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:121:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new goat("G1",point(3,4));
  ^~~~~~
__tester__.cpp:121:10: error: 'k' was not declared in this scope
  zodiac* k=new goat("G1",point(3,4));
          ^
__tester__.cpp:121:16: error: expected type-specifier before 'goat'
  zodiac* k=new goat("G1",point(3,4));
                ^~~~
__tester__.cpp:122:10: error: 'k2' was not declared in this scope
  zodiac* k2=new cat("C2",point(4,4));
          ^~
__tester__.cpp:122:17: error: expected type-specifier before 'cat'
  zodiac* k2=new cat("C2",point(4,4));
                 ^~~
__tester__.cpp:123:10: error: 'a2' was not declared in this scope
  zodiac* a2=new rooster("R3",point(1,4));
          ^~
__tester__.cpp:123:17: error: expected type-specifier before 'rooster'
  zodiac* a2=new rooster("R3",point(1,4));
                 ^~~~~~~
__tester__.cpp:124:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:127:14: error: 'point' was not declared in this scope
  a.startGame(point(1,1),1);;
              ^~~~~
__tester__.cpp:127:14: note: suggested alternative: 'uint'
  a.startGame(point(1,1),1);;
              ^~~~~
              uint
__tester__.cpp:147:2: error: 'Game' was not declared in this scope
  Game a(gMap);
```

```
  ^~~~
__tester__.cpp:147:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:148:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new boar("B1",point(3,4));
  ^~~~~~
__tester__.cpp:148:10: error: 'k' was not declared in this scope
  zodiac* k=new boar("B1",point(3,4));
          ^
__tester__.cpp:148:16: error: expected type-specifier before 'boar'
  zodiac* k=new boar("B1",point(3,4));
                 ^~~~
__tester__.cpp:149:10: error: 'k2' was not declared in this scope
  zodiac* k2=new boar("B2",point(3,4));
          ^~
__tester__.cpp:149:17: error: expected type-specifier before 'boar'
  zodiac* k2=new boar("B2",point(3,4));
                  ^~~~
__tester__.cpp:150:10: error: 'a2' was not declared in this scope
  zodiac* a2=new rat("R3",point(1,4));
          ^~
__tester__.cpp:150:17: error: expected type-specifier before 'rat'
  zodiac* a2=new rat("R3",point(1,4));
                  ^~~
__tester__.cpp:151:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:154:14: error: 'point' was not declared in this scope
  a.startGame(point(1,1),1);;
              ^~~~~
__tester__.cpp:154:14: note: suggested alternative: 'uint'
  a.startGame(point(1,1),1);;
              ^~~~~
              uint
__tester__.cpp:177:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:177:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:178:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new horse("H1",point(1,3));
  ^~~~~~
__tester__.cpp:178:10: error: 'k' was not declared in this scope
  zodiac* k=new horse("H1",point(1,3));
          ^
__tester__.cpp:178:16: error: expected type-specifier before 'horse'
  zodiac* k=new horse("H1",point(1,3));
                 ^~~~~
__tester__.cpp:179:10: error: 'k2' was not declared in this scope
  zodiac* k2=new monkey("B2",point(2,4));
          ^~
__tester__.cpp:179:17: error: expected type-specifier before 'monkey'
  zodiac* k2=new monkey("B2",point(2,4));
                  ^~~~~~
__tester__.cpp:180:10: error: 'a2' was not declared in this scope
  zodiac* a2=new tiger("R3",point(1,1));
          ^~
__tester__.cpp:180:17: error: expected type-specifier before 'tiger'
  zodiac* a2=new tiger("R3",point(1,1));
                  ^~~~~
__tester__.cpp:181:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:184:14: error: 'point' was not declared in this scope
  a.startGame(point(7,7),1);;
              ^~~~~
__tester__.cpp:184:14: note: suggested alternative: 'uint'
  a.startGame(point(7,7),1);;
              ^~~~~
              uint
__tester__.cpp:204:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:204:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:205:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new dragon("D1",point(1,4));
  ^~~~~~
__tester__.cpp:205:10: error: 'k' was not declared in this scope
  zodiac* k=new dragon("D1",point(1,4));
          ^
__tester__.cpp:205:16: error: expected type-specifier before 'dragon'
  zodiac* k=new dragon("D1",point(1,4));
                 ^~~~~~
__tester__.cpp:206:10: error: 'k2' was not declared in this scope
  zodiac* k2=new snake("N2",point(0,4));
          ^~
__tester__.cpp:206:17: error: expected type-specifier before 'snake'
  zodiac* k2=new snake("N2",point(0,4));
                  ^~~~~
__tester__.cpp:207:10: error: 'a2' was not declared in this scope
  zodiac* a2=new ox("X3",point(1,4));
          ^~
__tester__.cpp:207:17: error: expected type-specifier before 'ox'
  zodiac* a2=new ox("X3",point(1,4));
                  ^~
```

```
__tester__.cpp:208:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:211:14: error: 'point' was not declared in this scope
  a.startGame(point(4,0),1);;
              ^~~~~
__tester__.cpp:211:14: note: suggested alternative: 'uint'
  a.startGame(point(4,0),1);;
              ^~~~~
              uint
__tester__.cpp:231:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:231:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:232:2: error: 'zodiac' was not declared in this scope
  zodiac* h1=new horse("H1",point(0,0));
  ^~~~~~
__tester__.cpp:232:10: error: 'h1' was not declared in this scope
  zodiac* h1=new horse("H1",point(0,0));
          ^~
__tester__.cpp:232:10: note: suggested alternative: 'y1'
  zodiac* h1=new horse("H1",point(0,0));
          ^~
          y1
__tester__.cpp:232:17: error: expected type-specifier before 'horse'
  zodiac* h1=new horse("H1",point(0,0));
                 ^~~~~
__tester__.cpp:233:10: error: 'h2' was not declared in this scope
  zodiac* h2=new horse("H2",point(1,0));
          ^~
__tester__.cpp:233:17: error: expected type-specifier before 'horse'
  zodiac* h2=new horse("H2",point(1,0));
                 ^~~~~
__tester__.cpp:234:10: error: 'h3' was not declared in this scope
  zodiac* h3=new horse("H3",point(2,0));
          ^~
__tester__.cpp:234:17: error: expected type-specifier before 'horse'
  zodiac* h3=new horse("H3",point(2,0));
                 ^~~~~
__tester__.cpp:235:2: error: 'a' was not declared in this scope
  a.addZo(h1);
  ^
__tester__.cpp:238:14: error: 'point' was not declared in this scope
  a.startGame(point(4,4));;
              ^~~~~
__tester__.cpp:238:14: note: suggested alternative: 'uint'
  a.startGame(point(4,4));;
              ^~~~~
              uint
__tester__.cpp:258:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:258:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:259:2: error: 'zodiac' was not declared in this scope
  zodiac* ra=new rat("R1",point(0,0));
  ^~~~~~
__tester__.cpp:259:10: error: 'ra' was not declared in this scope
  zodiac* ra=new rat("R1",point(0,0));
          ^~
__tester__.cpp:259:10: note: suggested alternative: 'r'
  zodiac* ra=new rat("R1",point(0,0));
          ^~
          r
__tester__.cpp:259:17: error: expected type-specifier before 'rat'
  zodiac* ra=new rat("R1",point(0,0));
                 ^~~
__tester__.cpp:260:10: error: 'ca' was not declared in this scope
  zodiac* ca=new cat("C2",point(0,0));
          ^~
__tester__.cpp:260:10: note: suggested alternative: 'c'
  zodiac* ca=new cat("C2",point(0,0));
          ^~
          c
__tester__.cpp:260:17: error: expected type-specifier before 'cat'
  zodiac* ca=new cat("C2",point(0,0));
                 ^~~
__tester__.cpp:261:10: error: 'b' was not declared in this scope
  zodiac* b=new boar("B3",point(0,0));
          ^
__tester__.cpp:261:16: error: expected type-specifier before 'boar'
  zodiac* b=new boar("B3",point(0,0));
                ^~~~
__tester__.cpp:262:2: error: 'a' was not declared in this scope
  a.addZo(ra);
  ^
__tester__.cpp:265:14: error: 'point' was not declared in this scope
  a.startGame(point(4,4));;
              ^~~~~
__tester__.cpp:265:14: note: suggested alternative: 'uint'
  a.startGame(point(4,4));;
              ^~~~~
              uint
__tester__.cpp:285:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:285:2: note: suggested alternative: 'time'
  Game a(gMap);
```

```
  ^~~~
  time
__tester__.cpp:286:2: error: 'zodiac' was not declared in this scope
  zodiac* d=new rat("D1",point(0,0));
  ^~~~~~~
__tester__.cpp:286:10: error: 'd' was not declared in this scope
  zodiac* d=new rat("D1",point(0,0));
          ^
__tester__.cpp:286:16: error: expected type-specifier before 'rat'
  zodiac* d=new rat("D1",point(0,0));
                ^~~
__tester__.cpp:287:10: error: 'o' was not declared in this scope
  zodiac* o=new cat("X2",point(0,0));
          ^
__tester__.cpp:287:16: error: expected type-specifier before 'cat'
  zodiac* o=new cat("X2",point(0,0));
                ^~~
__tester__.cpp:288:10: error: 'dr' was not declared in this scope
  zodiac* dr=new boar("D3",point(0,0));
          ^~
__tester__.cpp:288:10: note: suggested alternative: 'r'
  zodiac* dr=new boar("D3",point(0,0));
          ^~
          r
__tester__.cpp:288:17: error: expected type-specifier before 'boar'
  zodiac* dr=new boar("D3",point(0,0));
                 ^~~~
__tester__.cpp:289:2: error: 'a' was not declared in this scope
  a.addZo(d);
  ^
__tester__.cpp:292:14: error: 'point' was not declared in this scope
  a.startGame(point(4,4));;
              ^~~~~
__tester__.cpp:292:14: note: suggested alternative: 'uint'
  a.startGame(point(4,4));;
              ^~~~~
              uint
__tester__.cpp:312:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:312:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:313:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new goat("G1",point(5,5));
  ^~~~~~~
__tester__.cpp:313:10: error: 'k' was not declared in this scope
  zodiac* k=new goat("G1",point(5,5));
          ^
__tester__.cpp:313:16: error: expected type-specifier before 'goat'
  zodiac* k=new goat("G1",point(5,5));
                ^~~~
__tester__.cpp:314:10: error: 'k2' was not declared in this scope
  zodiac* k2=new cat("C2",point(4,4));
          ^~
__tester__.cpp:314:17: error: expected type-specifier before 'cat'
  zodiac* k2=new cat("C2",point(4,4));
                 ^~~
__tester__.cpp:315:10: error: 'a2' was not declared in this scope
  zodiac* a2=new rooster("R3",point(1,4));
          ^~
__tester__.cpp:315:17: error: expected type-specifier before 'rooster'
  zodiac* a2=new rooster("R3",point(1,4));
                 ^~~~~~~
__tester__.cpp:316:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:319:14: error: 'point' was not declared in this scope
  a.startGame(point(1,1),1);;
              ^~~~~
__tester__.cpp:319:14: note: suggested alternative: 'uint'
  a.startGame(point(1,1),1);;
              ^~~~~
              uint
__tester__.cpp:339:2: error: 'Game' was not declared in this scope
  Game a(gMap);
  ^~~~
__tester__.cpp:339:2: note: suggested alternative: 'time'
  Game a(gMap);
  ^~~~
  time
__tester__.cpp:340:2: error: 'zodiac' was not declared in this scope
  zodiac* k=new goat("G1",point(3,3));
  ^~~~~~~
__tester__.cpp:340:10: error: 'k' was not declared in this scope
  zodiac* k=new goat("G1",point(3,3));
          ^
__tester__.cpp:340:16: error: expected type-specifier before 'goat'
  zodiac* k=new goat("G1",point(3,3));
                ^~~~
__tester__.cpp:341:10: error: 'k2' was not declared in this scope
  zodiac* k2=new cat("C2",point(4,4));
          ^~
__tester__.cpp:341:17: error: expected type-specifier before 'cat'
  zodiac* k2=new cat("C2",point(4,4));
                 ^~~
__tester__.cpp:342:10: error: 'a2' was not declared in this scope
  zodiac* a2=new rooster("R3",point(1,4));
          ^~
__tester__.cpp:342:17: error: expected type-specifier before 'rooster'
  zodiac* a2=new rooster("R3",point(1,4));
                 ^~~~~~~
```

```
__tester__.cpp:343:2: error: 'a' was not declared in this scope
  a.addZo(k);
  ^
__tester__.cpp:346:14: error: 'point' was not declared in this scope
  a.startGame(point(5,5),1);;
              ^~~~~
__tester__.cpp:346:14: note: suggested alternative: 'uint'
  a.startGame(point(5,5),1);;
              ^~~~~
              uint
```

Incorrect

Marks for this submission: 0.00/1.00.

Finish review

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