Intro to Computing—CSCI-1310

Resources
Assignments
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Mon, Apr 20, 2015 · Lab

Lab 14—A game of pointers

Objectives

Practice using pointers.

Practice dynamic memory allocation.

Background

Game of Thrones is a popular novel series and HBO television show. As fans know, every character in the story has several aliases, rather than a single name. This makes it more interesting to try to follow the story!

Jaime Lannister is called the Kingslayer, Daenerys Targaryen is the Mother of Dragons, and so on. Sounds like a perfect use of pointers as aliases!

Each player is attempting to aquire power over the monarchy of Westeros and sit on the Iron Throne. This game ends badly for almost everyone.

Part 1

Let's start by practicing creating pointers to addresses in memory.

Write a main function that creates string variables for the following character names:

cersei - Cersei Lannister daenerys - Daenerys Targaryen jaime - Jaime Lannister

Declare a string pointer variable for each character:

queen points to cersei mother_of_dragons points to daenerys kingslayer points to jaime Now each character has a variable containing their real name as well as one pointer variable that gives them an alias.

Part 2

Now we'll give the players a way to acquire the Iron Throne.

Write a Throne class with a single public crown method. The method accepts a single string pointer parameter named player.

When a player is crowned, append "is the ruler of the seven kingdoms" to their name.

Part 3

Now we'll use the Throne class and the pointers we previously declared to tie this all together.

In main:

Allocate a new Throne pointer from the heap and assign it to a variable named iron_throne.

Crown each of the three players by passing their pointer to the iron_throne object's crown method.

Print each player's name to cout.

Free the memory associated with the iron_throne pointer.

Output

Cersei Lannister is the ruler of the seven kingdoms Daenerys Targaryen is the ruler of the seven kingdoms Jaime Lannister is the ruler of the seven kingdoms

Questions

Here are some follow-up questions to think about. The answers aren't required to be turned in with the lab code. Understanding these questions will give you a good start studying for the exam.

What happens if we forget to free the <code>iron_throne</code> pointer? Does the process crash? Does it continue to run in an unknown state?

What happens if we free a pointer to a stack-allocated variable like mother_of_dragons?

How do we pass a non-pointer like cersei, jaime, or daenerys to crown()?

Why did the change to their name strings persist even after the <code>crown()</code> method completed? Try passing <code>kingslayer</code> to <code>crown()</code> several times and then printing the value with <code>cout</code>.

Zip and submit

To get credit for this lab exercise:

Submit the file to Moodle as a zip file named Firstname_Lastname_Lab14.zip Show the TA your code and run your program.

Exceptions Inheritance