EECE2080C Lab 01 Fall 2019

Objective: The goal of this lab is to become familiar with VS 2019. Both as an Interactive Development Environment (IDE) for use in developing and debugging code. And to also familiarize yourself with principles of test driven development using the UnitTest framework in VS 2019.

Assignment:

1. Download Zip file of lab01 solution and unpack it. ~~Then load up the solution file. There should be three project files in the solution file. You will need to modify two of the projects to “fix” the include path to your local machine. (see piazo site “Potential VS issues”). Get everything to build.~~ I have setup the projects to have relative paths so we shouldn’t need to do this.
2. Run the Unit Tests and see that some of them fail. Now we are ready to provide the implementation needed to Deck and BlackJackHand.
3. Specifically provide an implementation for the methods that have //TODO comments. The behavior desired can be inferred from comments and\or UnitTests.
4. Things to keep in mind, try not to change the signature and data members of class. As you will only be providing the Lab01.h and Lab01.cpp. So you shouldn’t modify the signature/structure so that the UnitTests will not compile. As the UnitTests are going to be used to grade the HW.

The grade on this assignment will be determined by:

80% On having the testcases pass legitimated (see note in syllabus about dishonesty)

20% on code style and programming