

C++ - Module 03

Inherit nce

 $Summ \;\; ry:$ This document cont ins the exercises of Module 03 from C++ modules.

Version: 6

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Chapter I

Introduction

C++ is gener l-purpose programming l ngu ge cre ted by Bj rne Stroustrup s n extension of the C programming l ngu ge, or "C with Cl sses" (source: Wikipedi).

The goal of these modules is to introduce you to **Object-Oriented Programming**. This will be the starting point of your C++ journey. Many languages are recommended to learn OOP. We decided to choose C++ since it's derived from your old friend C. Because this is a complex language, and in order to keep things simple, your code will comply with the C++98 standard.

We are aware modern C++ is way different in a lot of aspects. So if you want to become a proficient C++ developer, it's up to you to go further after the 42 Common Core!

Chapter II General rules

Compiling

Compile your code with c++ and the flags -Wall -Wextra -Werror

Your code should still compile if you add the flag -std=c++98

Formatting and naming conventions

The exercise directories will be named this way: ex00, ex01, ..., exn

Name your files, classes, functions, member functions and attributes as required in the guidelines.

Write class names in **UpperCamelCase** format. Files containing class code will always be named according to the class name. For instance:

ClassName.hpp/ClassName.h, ClassName.cpp, or ClassName.tpp. Then, if you have a header file containing the definition of a class "BrickWall" standing for a brick wall, its name will be BrickWall.hpp.

Unless specified otherwise, every output messages must be ended by a new-line character and displayed to the standard output.

Goodbye Norminette! No coding style is enforced in the C++ modules. You can follow your favorite one. But keep in mind that a code your peer-evaluators can't understand is a code they can't grade. Do your best to write a clean and readable code.

llowed/Forbidden

You are not coding in C anymore. Time to C++! Therefore:

You are allowed to use almost everything from the standard library. Thus, instead of sticking to what you already know, it would be smart to use as much as possible the C++-ish versions of the C functions you are used to.

However, you can't use any other external library. It means C++11 (and derived forms) and Boost libraries are forbidden. The following functions are forbidden too: *printf(), *alloc() and free(). If you use them, your grade will be 0 and that's it.

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Note that unless explicitly stated otherwise, the using namespace <ns_name> and friend keywords are forbidden. Otherwise, your grade will be -42.

You are allowed to use the STL in Module 08 only. That means: no Containers (vector/list/map/and so forth) and no lgorithms (anything that requires to include the <algorithm> header) until then. Otherwise, your grade will be -42.

few design requirements

Memory leakage occurs in C++ too. When you allocate memory (by using the **new** keyword), you must avoid **memory leaks**.

From Module 02 to Module 08, your classes must be designed in the **Orthodox** Canonical Form, except when explicitly stated otherwise.

ny function implementation put in a header file (except for function templates) means 0 to the exercise.

You should be able to use each of your headers independently from others. Thus, they must include all the dependencies they need. However, you must avoid the problem of double inclusion by adding **include guards**. Otherwise, your grade will be 0.

Read me

You can add some additional files if you need to (i.e., to split your code). s these assignments are not verified by a program, feel free to do so as long as you turn in the mandatory files.

Sometimes, the guidelines of an exercise look short but the examples can show requirements that are not explicitly written in the instructions.

Read each module completely before starting! Really, do it.

By Odin, by Thor! Use your brain!!!



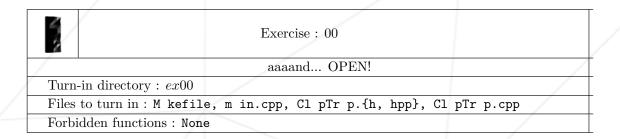
You will have to implement lot of classes. This can seem tedious, unless you're ble to script your favorite text editor.



You re given cert in mount of freedom to complete the exercises. However, follow the m nd tory rules nd don't be 1 zy. You would miss lot of useful inform tion! Do not hesit te to re d bout theoretic 1 concepts.

Chapter III

Exercise 00: aaaand... OPEN!



First, you have to implement a class! How original!

It will be called **ClapTrap** and will have the following private attributes initialized to the values specified in brackets:

Name, which is passed as parameter to a constructor Hit points (10), represent the health of the ClapTrap Energy points (10) ttack damage (0)

dd the following public member functions so the ClapTrap looks more realistic:

```
void attack(const std::string& target);
void takeDamage(unsigned int amount);
void beRepaired(unsigned int amount);
```

When ClapTrack attacks, it causes its target to lose <attack damage> hit points. When ClapTrap repairs itself, it gets <amount> hit points back. ttacking and repairing cost 1 energy point each. Of course, ClapTrap can't do anything if it has no hit points or energy points left.

In all of these member functions, you have to print a message to describe what happens. For example, the attack() function may display something like (of course, without the angle brackets):

ClapTrap <name> attacks <target>, causing <damage> points of damage!

The constructors and destructor must also display a message, so your peer-evaluators can easily see they have been called.

Implement and turn in your own tests to ensure your code works as expected.

Chapter IV

Exercise 01: Serena, my love!

	Exercise: 01
	Serena, my love!
Turn-in directory : $ex01$	
Files to turn in : Files from pr	revious exercise + Sc vTr p.{h, hpp},
Sc vTr p.cpp	
Forbidden functions : None	

Because you can never have enough ClapTraps, you will now create a derived robot. It will be named **ScavTrap** and will inherit the constructors and destructor from ClapTrap. However, its constructors, destructor and **attack()** will print different messages. fter all, ClapTraps are aware of their individuality.

Note that proper construction/destruction chaining must be shown in your tests. When a ScavTrap is created, the program starts by building a ClapTrap. Destruction is in reverse order. Why?

ScavTrap will use the attributes of ClapTrap (update ClapTrap in consequence) and must initialize them to:

Name, which is passed as parameter to a constructor

Hit points (100), represent the health of the ClapTrap

Energy points (50)

ttack damage (20)

ScavTrap will also have its own special capacity:

void guardGate();

This member function will display a message informing that ScavTrap is now in Gate keeper mode.

Don't forget to add more tests to your program.

Chapter V

Exercise 02: Repetitive work

	Exercise: 02	
/	Repetitive work	
Turn-in directory	ex02	
Files to turn in : I	Tiles from previous exercises + Fr gTr p.{h, hpp},	
Fr gTr p.cpp		
Forbidden function	ns: None	

Making ClapTraps is probably starting to get on your nerves.

Now, implement a **FragTrap** class that inherits from ClapTrap. It is very similar to ScavTrap. However, its construction and destruction messages must be different. Proper construction/destruction chaining must be shown in your tests. When a FragTrap is created, the program starts by building a ClapTrap. Destruction is in reverse order.

Same things for the attributes, but with different values this time:

Name, which is passed as parameter to a constructor

Hit points (100), represent the health of the ClapTrap

Energy points (100)

ttack damage (30)

FragTrap has a special capacity too:

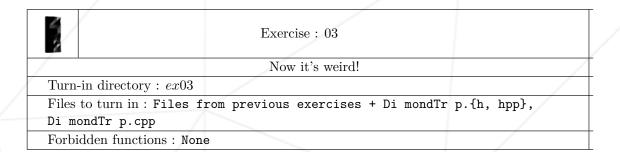
void highFivesGuys(void);

This member function displays a positive high fives request on the standard output.

gain, add more tests to your program.

Chapter VI

Exercise 03: Now it's weird!



In this exercise, you will create a monster: a ClapTrap that's half FragTrap, half ScavTrap. It will be named **DiamondTrap**, and it will inherit from both the FragTrap ND the ScavTrap. This is so risky!

The DiamondTrap class will have a name private attribute. Give to this attribute exactly the same variable's name (not talking about the robot's name here) than the one in the ClapTrap base class.

To be more clear, here are two examples. If ClapTrap's variable is name, give the name name to the one of the DiamondTrap. If ClapTrap's variable is _name, give the name _name to the one of the DiamondTrap.

Its attributes and member functions will be picked from either one of its parent classes:

Name, which is passed as parameter to a constructor

ClapTrap::name (parameter of the constructor + " clap name" suffix)

Hit points (FragTrap)

Energy points (ScavTrap)

ttack damage (FragTrap)

attack() (Scavtrap)

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In addition to the special functions of both its parent classes, DiamondTrap will have its own special capacity:

void who mI();

This member function will display both its name and its ClapTrap name.

Of course, the ClapTrap subobject of the DiamondTrap will be created once, and only once. Yes, there's a trick.

gain, add more tests to your program.



Do you know the -Wsh dow nd -Wno-sh dow compiler fl gs?



You c n p ss this module without doing exercise 03.