Exercise 2 – Game Engine

Implement a Logging System

- implement a logging system or use an existing library with an abstraction layer in between (facade pattern, adapter pattern, ...)
- provide a build system for your project
- push your results on github

Questions

Describe a logging system with your own words: it logs defined events (what happens in the program) that can be grouped by severity (e.g.: INFO, WARN, DEBUG, ERROR, FATAL) and otherwise formatted, as a way to give feedback to the developer and the user alike. It is useful to be able to know where something went wrong.

What is the difference between git submodules and git subtrees?
With both one can use a repository within a host repository. Git add submodule creates a .gitmodules file in the host repo containing the path within the host repo and the git url. When you push your host repo to git, only a link to the sub repo is created. With git add subtree, the sub repo is directly in your host repo, you can't easily distinguish host repo and sub repo.

What is a build system in C++? Name 3 build systems:
A build system manages multiple source code files, configurations (debug, release, dist,...), platforms (x86, x64, ARM, ...), includes, external libraries, ... given in a build configuration file, to configure and compile a project.
GNU make (nmake on windows), Cmake, , premake, Ant

What is a package manager in C++? Name 3 package manager:

A package manager manages dependencies for a project and can install the required source packages.
Conan, vcpkg, Nuget,