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Dr. Tucker

CS 172 Final Proj.

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Project: For this project we want to take on the “Dog and Ball” challenge presented in class. We will write a (.txt) file in our own language, read it into our program and have the instructions be executed. The dog and ball will carry out actions based upon the directions given in the file.

Challenges: Some of the challenges presented in this project include:

* Graphic design, whether that’s actual graphics or ASCII
* Creating a language that is incorporated into the text file (that way commands can be read in, then executed)
* File I/O, our program will need to be able to decipher our language and respond accordingly

Bonus: As an extension we want to read in a strand of DNA sequencing and see what kind of commands and patterns are presented. (Reading codons AGC - as commanding “packets” essentially.)

Beginning Approach: We will read in the files using fstream(“TEXT\_FILE “, ios::in) then use functions available to the string class to compare words to “instruction” strings: our program will have a list of known terms. Those terms will then trigger functions inside the DOG class and BALL class to create movement and action on screen. Initially we will use ASCII characters out of simplicity and then, if time and ability permits, we will attempt Windows graphics.