

Tutorial 12

Md. Tanvir Hassan

Email: md.hassan@mail.concordia.ca

Exercise 1

(**Simulation: The Tortoise and the Hare**) In this exercise, you'll re-create the classic race of the tortoise and the hare. You'll use random number generation to develop a simulation of this memorable event.

Our contenders begin the race at “square 1” of 70 squares. Each square represents a possible position along the race course. The finish line is at square 70. The first contender to reach or pass square 70 is rewarded with a pail of fresh carrots and lettuce. The course weaves its way up the side of a slippery mountain, so occasionally the contenders lose ground. There is a clock that ticks once per second. With each tick of the clock, your program should use function `moveTortoise` and `moveHare` to adjust the position of the animals according to the rules in Fig. 8.18. These functions should use pointer-based pass-by-reference to modify the position of the tortoise and the hare.

Use variables to keep track of the positions of the animals (i.e., position numbers are 1–70). Start each animal at position 1 (i.e., the “starting gate”). If an animal slips left before square 1, move the animal back to square 1. Generate the percentages in the preceding table by producing a random integer i in the range $1 \leq i \leq 10$. For the tortoise, perform a “fast plod” when $1 \leq i \leq 5$, a “slip” when $6 \leq i \leq 7$ or a “slow plod” when $8 \leq i \leq 10$. Use a similar technique to move the hare. Begin the race by displaying BANG !!!!!

AND THEY'RE OFF !!!!! For each tick of the clock (i.e., each repetition of a loop), display a 70-position line showing the letter T in the tortoise's position and the letter H in the hare's position. Occasionally, the contenders land on the same square. In this case, the tortoise bites the hare and your program should display OUCH!!! beginning at that position. All positions other than the T, the H or the OUCH!!! (in case of a tie) should be blank. After displaying each line, test whether either animal has reached or passed square 70. If so, display the winner and terminate the simulation. If the tortoise wins, display TORTOISE WINS!!! YAY!!! If the hare wins, display Hare wins. Yuch. If both animals win on the same clock tick, you may want to favor the tortoise (the “underdog”), or you may want to display It's a tie. If neither animal wins, perform the loop again to simulate the next tick of the clock.

Cont..

Animal	Move type	Percentage of the time	Actual move
Tortoise	Fast plod	50%	3 squares to the right
	Slip	20%	6 squares to the left
	Slow plod	30%	1 square to the right
Hare	Sleep	20%	No move at all
	Big hop	20%	9 squares to the right
	Big slip	10%	12 squares to the left
	Small hop	30%	1 square to the right
	Small slip	20%	2 squares to the left