

## C++ project step 1

Please read the project description and refer to it while reading this.

Our first step will be to create an XML parser for the dungeon files. Included in this .zip file are example parsers and library files for building a parser on a linux, OS X or Windows 10 system. The example parsers uses the xerces xml parser. While you will not have complete classes for the dungeon objects created by the parser, you will need skeleton classes built. `parserXML.pdf` shows the classes that are needed and the methods needed in those classes. Your output will be a printout indicating each method and constructor call of one of the classes shown in `parserXML.pdf` during the parsing of the xml files. The easiest way to do this is to simply put print statements in each of the functions and constructors in your skeleton classes.

### What you should turn in:

A directory `userid`.

Under it should be a `src` directory and an `xmlfiles` directory `make <filename>` should compile the main `Test` class and any related classes and run the parser on the file `xmlfiles/filename`. Note that your IDE may use a different path to get to the file, and you may need to adjust the path to your file after putting your code into the proper form for turning it in. Do a quick test on a file before submitting to make sure everything is working.

You may use any directory structure you want under `src`, just make sure that `make <filename>` compiles and runs your program on the appropriate xml file.