

Notes From Class

Thursday, March 03, 2016 4:00 PM

SOS: Looking for Eric Mass

Project 6 Is Being Scored

- I Appreciate Your Patience While We Wait For The TA's To Score It
- Question 3C : Thrown Out

```
const char* findTheLastChar(const char str[], char chr)
{
    const char * result = nullptr;
    for (int k = 0; str[k] != 0; k++)
    {
        if (str[k] == chr)
        {
            result = &str[ k ];
        }
    }
    return result;
}
```

3C Asks You To Re-Write This Code With No Square Brackets Or **Local Variables...**

```
const char* findTheLastChar(const char str[], char chr)
{
    const char * result = nullptr;
    while( *str != '\0' )
    {
        if (*str == chr)
            result = str;
        str++;
    }
    return result;
}
```

Student Questions

- Project 7 : Player::getCard(int) and Player::acceptCard(Card)
- Project7 : Game Ending Clarification

The Game Ends Right Away If Either The Player Or The Dealer Has BlackJack. The Skeleton Code Already Handles This Situation, As Long As Your Player::handCount() Return 21 And Player::hasBlackJack() Returns true In This Situation.

If The Player Reaches 21 In More Than 2 Cards, The Game Should Allow The Dealer To Accept Cards In Attempt To Tie The Player When The Dealer Also Reaches 21.

The Game Ends Right Away If The Player Takes Enough Cards To Go Over 21. The Dealer Does Not Need To Take Any Cards At That Point And Wins No Matter What Their handCount() Might Be.

- Final Exam : Coverage, Look And Feel, Sample Problems
 - o Look At The Solution To Project 3 And Project 5

Course Content

- Inheritance
- Virtual Methods
- Abstract and Concrete Classes