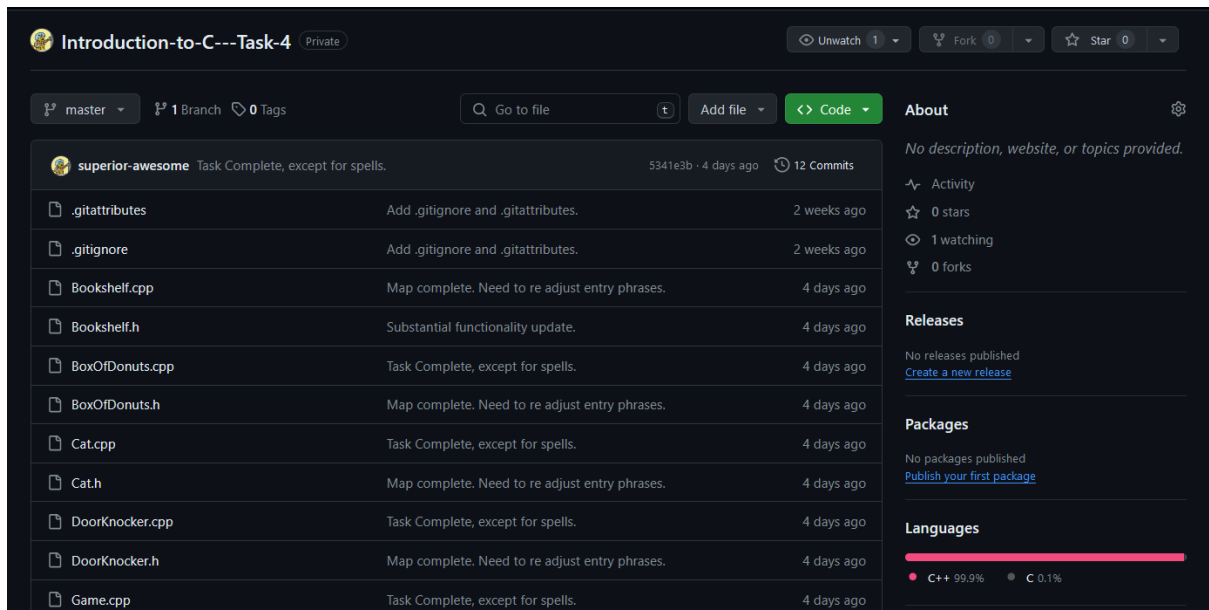# Evidence of Version Control.

Introduction to C++ Task 4 - Tom Polkinghorne

For up-to-date evidence of version control being used, please find the full project history at the link below:

https://github.com/superior-awesome/Introduction-to-C---Task-4

For further evidence, please find screengrabs below, taken from GitHub showing multiple commits/pushes.

master ▾   1 Branch   0 Tags

Go to file   t   Add file ▾   <> Code ▾

superior-awesome Task Complete, except for spells.   5341e3b · 4 days ago   12 Commits

.gitattributes	Add .gitignore and .gitattributes.	2 weeks ago
.gitignore	Add .gitignore and .gitattributes.	2 weeks ago
Bookshelf.cpp	Map complete. Need to re adjust entry phrases.	4 days ago
Bookshelf.h	Substantial functionality update.	4 days ago
BoxOfDonuts.cpp	Task Complete, except for spells.	4 days ago
BoxOfDonuts.h	Map complete. Need to re adjust entry phrases.	4 days ago
Cat.cpp	Task Complete, except for spells.	4 days ago
Cat.h	Map complete. Need to re adjust entry phrases.	4 days ago
DoorKnocker.cpp	Task Complete, except for spells.	4 days ago
DoorKnocker.h	Map complete. Need to re adjust entry phrases.	4 days ago
Game.cpp	Task Complete, except for spells.	4 days ago
Game.h	Task Complete, except for spells.	4 days ago
Introduction to C++ - Task 4.cpp	Task Complete, except for spells.	4 days ago
Introduction to C++ - Task 4.sln	Add project files.	2 weeks ago
Introduction to C++ - Task 4.vcxproj	Map complete. Need to re adjust entry phrases.	4 days ago
Introduction to C++ - Task 4.vcxproj.filters	Map complete. Need to re adjust entry phrases.	4 days ago
Item.cpp	Map complete. Need to re adjust entry phrases.	4 days ago
Item.h	Map complete. Need to re adjust entry phrases.	4 days ago
KnownCommands.h	Add project files.	2 weeks ago
Lamp.cpp	Task Complete, except for spells.	4 days ago
Lamp.h	Map complete. Need to re adjust entry phrases.	4 days ago
Player.cpp	Substantial functionality update.	4 days ago
Player.h	Substantial functionality update.	4 days ago
Room.cpp	Task Complete, except for spells.	4 days ago
Room.h	Task Complete, except for spells.	4 days ago
Sink.cpp	Task Complete, except for spells.	4 days ago
Sink.h	Map complete. Need to re adjust entry phrases.	4 days ago
String.cpp	End of day commit - Deconstructor error has been resolved.	last week
String.h	CLI inputs can now include spaces.	2 weeks ago
header.h	Map complete. Need to re adjust entry phrases.	4 days ago
structs.h	Substantial functionality update.	4 days ago

Commits

All users   All time

○ Commits on Mar 29, 2024

Task Complete, except for spells.
👤 superior-awesome committed 4 days ago   5341e3b

Map complete. Need to re adjust entry phrases.
👤 superior-awesome committed 4 days ago   8c5659b

Substantial functionality update.
👤 superior-awesome committed 4 days ago   fa740dd

○ Commits on Mar 27, 2024

BoxOfDonuts class created, and Rooms can be Move-ed into place.
👤 superior-awesome committed 5 days ago   4eb5430

○ Commits on Mar 26, 2024

End of day commit - Deconstructor error has been resolved.
👤 superior-awesome committed last week   4f05ed7

○ Commits on Mar 24, 2024

Game class - Rule of Three Complete
👤 superior-awesome committed last week   af98716

○ Commits on Mar 21, 2024

Error in the String = operator overload.
👤 superior-awesome committed 2 weeks ago   fd9874c

End of day 21/3/24 commit.
👤 superior-awesome committed 2 weeks ago   873e17b

○ Commits on Mar 17, 2024

CLI inputs can now include spaces.
👤 superior-awesome committed 2 weeks ago   f10e7aa

Add project files.
👤 superior-awesome committed 2 weeks ago   6625df9

○ End of commit history for this file

⌄ ⁘ 4 ▪▪▪▪ BoxOfDonuts.cpp ⧉   ...

```
@@ -5,7 +5,7 @@ BoxOfDonuts::BoxOfDonuts()
 5     {                                          5     {
 6                                                6
 7         numberOfDonuts = 3;                    7         numberOfDonuts = 3;
 8 -       descriptionText = new String("Your     8 +       descriptionText = new String("Your
         stomach spies a box with donuts                stomach spies a box for donuts on the
         inside.");                                     benchtop.");
 9     }                                          9     }
10                                               10
11     void BoxOfDonuts::Use()                   11     void BoxOfDonuts::Use()
@@ -16,7 +16,7 @@ void BoxOfDonuts::Use()
16         {                                     16         {
17             std::cout << "You gulp down the   17             std::cout << "You gulp down the
         last donut without realizing it, wiping        last donut without realizing it, wiping
         your hands together to dust off the            your hands together to dust off the
         sugar." << std::endl;                          sugar." << std::endl;
18             delete descriptionText;           18             delete descriptionText;
19 -           descriptionText = new String("There 19 +         descriptionText = new String("There
         is empty box on the benchtop.");               is empty donut box on the benchtop.");
20                                               20
21         } else if (numberOfDonuts>0)          21         } else if (numberOfDonuts>0)
22         {                                     22         {
```