Einführung in C++ – Übung 11
Testatgruppe A (Isaak)

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Aufgabe 11.1 STL-Funktionen

1.

Die Lösung hierzu findet sich in den Slides.

src/Summer.hpp

```
/**
 * @file Summer.hpp
 * @author rdiederichse@uos.de
 * @brief Contains a unary_function struct definition to sum int
    vector elements.
 */
#ifndef SUMMER_H
#define SUMMER_H

#include <functional>

struct Summer : public std::unary_function<int,int>
{
   Summer() : sum(0) {}
   void operator()(int i)
   {
      sum += i;
   }
   int sum;
};

#endif /* end of include guard: SUMMER_H */
```

src/SummerTest.cpp

```
#include "Summer.hpp"
#include <vector>
#include <algorithm>
#include <iostream>

int main(int argc, const char *argv[])
{
```

```cpp
    std::vector<int> v {1,2,3,4,5};
    Summer s = std::for_each(v.begin(), v.end(), Summer());
    std::cout << "Sum␣is␣" << s.sum << std::endl;

    return 0;
}
```

2.

Aufgabe 11.2 Threads in C++

src/rendering/Bullet.cpp

```cpp
/**
 * Bullet.cpp
 *
 */

#include "Bullet.hpp"
#include <iostream>
#include <functional>
using namespace std;

namespace asteroids
{

   const int Bullet::m_lifetime = 9000;
   const float Bullet::m_bulletSpeed = 1.;

   Bullet::Bullet(Vertex<float> fighterPosition, Vertex<float>
        m_fighterAxis)
   {
      m_alive = false;
      this->m_fighterAxis = m_fighterAxis * -1; // xAxis points
          into wrong direcrion
      this->m_position = fighterPosition;
   }

   Bullet::~Bullet()
   {
      if (m_thread) m_thread->join(); // what happens if I delete
          before termination? Probably mayhem.
      delete m_thread;
   }

   bool Bullet::isAlive()
   {
      return m_alive;
   }

   void Bullet::stop()
   {
      if (m_thread) m_thread->join();
      m_alive = false;
   }

   void Bullet::start()
   {
      m_thread = new std::thread(&Bullet::run, this);
      m_alive = true;
   }

   void Bullet::run()
   {
      int i = 0;
      while (i++ < m_lifetime)
      {
         m_position += m_fighterAxis * m_bulletSpeed;
         std::this_thread::sleep_for(std::chrono::milliseconds(1));
      }
      m_alive = false;
   }

   void Bullet::render()
   {
      // Compute transformation matrix
      computeMatrix();
      // Push old transformation of the OpenGL matrix stack and
      // start rendering the bullet in according to the
      // internal transformation matrix
      glPushMatrix();
      glMultMatrixf(m_transformation);
      glutSolidSphere(10,16,16);
      // Pop transformation matrix of this object
      // to restore the previous state of the OpenGL
      // matrix stack
      glPopMatrix();
   }

} // namespace asreroids
```

Es ist notwendig, das `Bullet` nach jeder Bewegung kurz anzuhalten, weil sonst die Schleife praktisch instantan zu Ender wäre und man die Kugel nicht sehen würde.

src/rendering/Fighter.cpp

```cpp
/**
 * Fighter.cpp
 *
 */
#include <iostream>


#include "Fighter.hpp"

namespace asteroids
{

void Fighter::shoot()
{
   Bullet* b = new Bullet(m_position, m_xAxis);
   b->start();
   m_bullets.push_back(b);
}


void Fighter::render()
{
    // Render the fighter
    TexturedMesh::render();

    std::vector<Bullet*>::iterator begin = m_bullets.begin();
    while (begin != m_bullets.end())
    {
       if ((*begin)->isAlive()) (*begin)->render();
       else m_bullets.erase(begin);
       begin++;
    }
}

} // namespace asteroids
```