

Lesson 2:  
Introduction to the C++ Language

SEARCH

RESOURCES

CONCEPTS

1. Intro

2. CODE: Write and Run Your First C...

3. Compiled Languages vs Scripted L...

4. C++ Output and Language Basics

5. CODE: Send Output to the Console

6. How to Store Data

7. Bjarne Introduces C++ Types

8. Primitive Variable Types

9. What is a Vector?

10. C++ Vectors

11. C++ Comments

12. Using Auto

13. CODE: Store a Grid in Your Progr...

14. Getting Ready for Printing

15. Working with Vectors

16. For Loops

17. Functions

18. CODE: Print the Board

19. If Statements and While Loops

20. Reading from a File

21. CODE: Read the Board from a File

22. Processing Strings

23. Adding Data to a Vector

24. CODE: Parse Lines from the File

25. CODE: Use the ParseLine Functi...

26. Formatting the Printed Board

27. CODE: Formatting the Printed Bo...

28. CODE: Store the Board using the ...

29. Great Work!

CODE: Use the ParseLine Function

SEND FEEDBACK

Use the ParseLine Function

Great! With the ParseLine function complete, you can now use it in the ReadBoardFile to process each line of the incoming file. In this exercise, you will do just that: follow the TODOs in the code below, updating both ReadBoardFile and the main function to finish the processing of an external board file.

To Complete This Exercise:

1. Update ReadBoardFile to use ParseLine and return the board as a vector<vector<int>>.

You can read the TODO comments in the code for step by step instructions.

2. Update the main function to pass the results of ReadBoardFile to the PrintBoard function.

<+main.cppX

1 \* #include <fstream>

2 #include <iostream>

3 #include <string>

4 #include <sstream>

5 #include <vector>

6 using std::cout;

7 using std::ifstream;

8 using std::istringstream;

9 using std::string;

10 using std::vector;

11

12

13 // TODO: Parse the board file into a vector

+BASHX

root@8970b02aad302:/home/workspace#

Menu

Expand

NEXT