Program 1 - Pointers (Guided Lab)
Write a program that uses an int pointer called hand to manipulate 3 variables: book, pencil, paper. You will use the hand pointer to change the value of book, pencil, or paper based on USER INPUT. The value stored in each variable represents a location:

```
//GLOBAL VARIABLES
const int FLOOR = 1,
      CHAIR = 2,
      DESK = 3;
```

For example, if hand is pointing to pencil, you could change the location of pencil using:

```
*hand = FLOOR;
```

Use the following functions:

```
//ask the user which object to grab, then return a pointer to that object
int* grab(int &book, int &pencil, int &paper);

//ask the user where they would like to move the object
void move(int* hand);

//show the location of each object & contents of hand
void showAll(int* hand, int &book, int &pencil, int &paper);

//helper function for showAll, outputs the location of a single object.
string show(int object);
```

The whole program should loop and give the user the following options:

1) Show All
2) Grab Object
3) Move Object
4) Exit Program

This is not an easy assignment, so I will be walking through it in class.
If you are unable to attend, please come see me or one of your fellow students for help.

Run this command from your lab8 folder to submit your work.

```
/home/fac/paul/s/submit.sh
```