CMPS 2010 Lab 11

Spring 2024

Part 1 - Preparing New Source Files (Guided)

- Create a new folder called lab11
- Inside of the lab11 folder set up the following files:

```
Nov  1 05:35 Main.cpp
Nov  1 05:34 Monster.cpp
Nov  1 05:35 Monster.h
Nov  1 05:32 monsters
```

- (Reminder: you can use the linux command "touch" to create empty text tiles)
    - Main.cpp will contain the same code from lab9, except we will be removing the **`struct Monster{};`**
    - Instead, you will **`#include "Monster.h"`** in Main.cpp
    - Monster.h will contain the full **`struct Monster{};`** declaration
    - Monster.cpp will be blank for now

Part 2 - Convert struct Monster to class Monster

- In Monster.h:
    - Change your **`struct Monster{};`** declaration to a **`class Monster{};`** declaration.
    - Make sure to include any libraries you will need for this class, like <string>
    - Make all of the monster attributes private
    - Declare the following public function prototypes:
        - Setters: `setName, setType, setColor, setEyes, setArms, setLegs`
        - Getters: `getName, getType, getColor, getEyes, getArms, getLegs`
- In Monster.cpp:
    - Define the getter and setter functions declared in Monster.h
- In Main.cpp:
    - Update your code to use the class getter/setter functions rather than accessing the attributes directly. So, for example, instead of updating the name like this:

      ```
      monster.name = genName();
      ```

      You would do something like this:

      ```
      monster.setName(genName());
      ```

To compile this weeks lab use: `g++ Main.cpp Monster.cpp -o main`

Run this command from your lab11 folder to submit your work.

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