Part 1 - Preparing New Source Files (Guided)

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

  - MAIN.CPP
  - MONSTER.CPP
  - MONSTER.H
  - MONSTERS

  (Reminder: you can use the Linux command “touch” to create empty text files)
  - 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 week's 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