CS 112 - Week 7 Lab Exercise - 2022-10-07

Deadline

Due by the end of lab on 2022-10-07.

How to submit

Submit your `.cpp` and `.h` files for the problems below on https://canvas.humboldt.edu.

IF you prefer, you may instead compress your `.cpp` and `.h` files to be submitted into a single `.zip` file and submit that `.zip` file to Canvas.

(I'll also accept the `.zip` file created when one downloads a folder from the CS50 IDE, as long as it includes all of your lab's `.cpp` and `.h` files -- I suspect it will also contain your resulting executables, but that's OK.)

Purpose

To practice a bit with dynamically-allocated objects and dynamically-allocated arrays (and also with deallocating them!)

Important notes

- Be sure to put BOTH of your names and today's date in each of the files for this lab exercise.
- When you are done, or before you leave lab, the driver/whoever's account has the lab exercise files should e-mail a copy of all of the files to BOTH/ALL of you, and EACH of you should submit these files on Canvas.
- Along with the Week 5 Lecture 2 posting in the In-class Examples on the public course web site, you will find completed versions of `PlayerChar.h` and `PlayerChar.cpp`.

Problem 1 - practice with a dynamically-allocated array

Create a copy of the provided file `112lab07-ex1.cpp`, modify the comment near the beginning to include both/all of your names, add the statements specified, compiling and running along the way and seeing if your statements are doing what is asked for.

(Do **not** delete any of the given comments -- put the statement(s) requested by each *after* each comment.)

Submit your resulting `112lab07-ex1.cpp`.

Problem 2 - practice with dynamically-allocated objects and dynamic arrays of objects

Make COPIES of Week 5 Lecture 2's `PlayerChar.h` and `PlayerChar.cpp` in your folder for today's lab.

Create a copy of the provided file `112lab07-ex2.cpp`, modify the comment near the beginning to include both/all of your names, add the statements specified, compiling and running along the way and seeing if your statements are doing what is asked for.

(Again, do **not** delete any of the given comments -- put the statement(s) requested by each *after* each

comment.)

Submit your resulting `112lab07-ex2.cpp`. (It is OK if you also submit the copies of `PlayerChar.h` and `PlayerChar.cpp`, but I will assume I can run your programs with the posted Week 5 Lecture 2 versions.)

- When you are done, or before you leave lab, use Gmail to
  - MAIL a copy of ALL of the resulting files for these programs to BOTH of you, and
  - EACH of you should SUBMIT the required files on Canvas