

Department of Computer Science and Engineering
University of Notre Dame

CSE 232 - Advanced Programming
Fall 2004

Assignment 8

Reading:

You should be familiar with chapters 1-8. Review all class notes. As usual, make sure you read the summary at the end of each chapter, and do the self-review exercises.

Problem 1:

Do problem 7 from Test 2. Provide the interface, implementation, and the main file. Add an overloaded `>>` operator so that first few lines can be replaced with a simple `cin >> x;` line.

Call your class `Cooker`, and your files `hw8_1.cpp`, `cooker.h` and `cooker.cpp`

Problem 2:

Figure 3.10 (pp. 188-190) shows a craps game simulation. Modify this program by creating an abstraction for the pair of dice with a class. Design that class as you please, making sure it consists of the usual methods, and is capable of running similarly to what the book example shows.

Call your class `Dice`, and your files `hw8_2.cpp`, `dice.h` and `dice.cpp`

Due date:

Tuesday 11 / 16 / 04, at 10 pm.

Make sure all your files contain your name in the comment section. You must place the source codes in your personal dropbox, under the `hw8` directory. Write a makefile, and submit it as well. Do not submit any executables. Follow the homework guidelines posted on the web. Make sure you use the `g++` compiler.