CS 162
Intro to CS II

Exceptions
Odds and Ends

• Demo Assignment 3
• Assignment 4 posted
• Questions???
void battle() {
    string type1, type2;
    int num1, num2, damage1, damage2;
    cout << "which type do you want to battle for 1st creature and which one? ";
    cin >> type1; cin >> num1;
    cout << "which type do you want to battle for 1st creature and which one? ";
    cin >> type2; cin >> num2;

    damage1 = determine_damage(type1, num1);
    damage2 = determine_damage(type2, num2);
    change_hitpoints(type1, num1, damage2);
    change_hitpoints(type2, num2, damage1);
}

int determine_damage(string type, int num) {
    if(type=="balrog")
        return b[num].getDamage();
    ...
}

void change_hitpoints(string type, int num, int damage) {
    if(type=="balrog")
        b[num].setHitpoints(damage);
    ...
}
battle (creature *c1, creature *c2)
c2.setHitPoints(c1 \rightarrow \text{get Damage})

1) creature *c => c = new ??
2) creature **c => c = new creature *GJ

\( c \lor \neg J = \text{new \#\#\# humans} \)
\( c \land \neg J = \text{elves} \)

human elf elf elf elf