

## Lab 5

Each lab will begin with a recap of last lab and a brief demonstration by the TAs for the core concepts examined in this lab. As such, this document will not serve to tell you everything the TAs will in the demo. It is highly encouraged that you ask questions and take notes. In order to get credit for the lab, you need to be checked off by the end of lab. For non-zero labs, you can earn a maximum of 3 points for lab work completed outside of lab time, but you must finish the lab before the next lab. For extenuating circumstance, contact your lab TAs and Instructor.

**THE TAS WILL SPLIT YOU IN HALF AT THE START OF THE LAB. IF YOU ARE NOT WORKING ON THE PROFICIENCY DEMO, YOU SHOULD BE WORKING ON THE INHERITANCE PORTION OF THIS LAB.**

### **(7 pts) 1-hour Practice Proficiency Demo**

1. First, open a terminal on the host computer:
  - Once setup, right click "Open Terminal"
  - Make sure you type vim to use vim, not just vi, and create test.cpp
  - To run your program, use ./test.cpp
2. Get 2 questions from the TA. Choose one question you want to solve. All questions include variables, user input, conditional execution, and repetition. You should be able to finish the code within one hour.
  - Scoring:
  - You get max 7 points for fully coding the solution
  - You get max 5 points for getting pretty far, but not finishing the if/else or loop logic
  - You get max 3 points for main, libraries, variables, and reading input.
  - You get max 1 point for no clue but showing up!!!
3. When you finish, get a TA to check you off.

### **(3 pts) Begin Inheritance**

To earn the last three points of the lab, show your TA that you are making an effort to setting up the inheritance aspects of Assignment 3 as well as the constructors, accessors, mutators, and Big 3 for the classes. This could be showing all of your .h files being set up in code or showing a thorough design of each class and their relation to each other. Reference the lecture from Friday, Week 4 to get you started.