

CSCI 1301 - Lab 25

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Today's lab is centered on the code we just studied: start by downloading it.

Part I - Discovering and Using the Code

Start by compiling and executing the code. Then, modify the content of the `main` method:

- Create a second `Game` object,
- Set the scores in that object using the other method (the one that takes an array as argument),
- Set the time using the `SetTime` method. Try inserting abnormal values (i.e., 14 for the month): what happens?

Part II - Extending the Class

- Write a new constructor, that takes 3 arguments: the number of players, the names of the players presented in a `string` array, and the scores of the players presented in a `int` array.
- Write a method that returns the name of the player with the greatest score.
- Write a method that returns the name of the player with the lowest score.
- Write a method `AddPlayers` that takes an integer parameter and add the number given as parameters players, and ask for their names. You can call the `AddAPlayer` from that method to make your job easier!

Part III - Pushing Further (optional)

No “pushing further” today.