

CSCI 1301 - Lab 26

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Part I - Wrapping Up Lab 25

Start by downloading an updated version of the Game class: Game_V2.

Look for `/* New code below, what is above is unchanged.*/` and compare with your answers. Have a look at the Program class as well, and make sure you understand how it works.

Part II - Extending the Class

- Write getters for the players, names and scores attributes.
- Write two new AddAPlayer methods: one that takes a string as argument, the name of the new player, and one that takes a string and an integer as arguments, the name and score of the new player.

Part III - Extending the Program

Reproduce what we did in class today:

- Test the methods you just write,
- Create an array of Game objects,
- Populate it with data,
- Display the objects in your array,
- Display the name of the player who have the greatest number of greater score

Can you also try to compute the average of each player?