CS 3005: Programming in C++

Predator/Prey Simulation Part 1

This assignment is the first of two assignments in which you will construct a simulation program to observe the effects of balance in the predator/prey food chain. We are concerned with two types of Critter's: Lion's (which are predators) and Zebra's (which are prey).

Assignment

Create the classes Critter, Lion and Zebra, following the programming requirements listed below. The classes must pass all of the unit tests available in CodeGrinder. UML Class Diagram

Critter is a base class used to represent the common data members and methods shared by predators and prey. It also has some abstract methods that must be overridden by its child classes.

Zebra's mainly move around and reproduce. There is grass everywhere, so they don’t have to worry about eating.

Lion's have to worry about how many consecutive meals they have missed. If they miss too many, they will die. Zebra's are tasty treats. Lion's move around and reproduce as well.

Programming Requirements

Your Critter class must store the following data.

- Two integer values for x and y position of the critter.
- An integer value for the level of the critter in the food chain.
- A boolean value for if the critter is alive.

Your Critter class must have the following methods.

- Critter(int x, int y, int level ); Sets the data members correctly. All critters are created alive. Allows any non-negative value for x and y. Any values less than 0 should be replaced with 0.
- virtual ~Critter(); The destructor is required, but has and empty block of code for its body.
- int getX( ) const; Returns the x position of the critter.
- int getY( ) const; Returns the y position of the critter.
- int getFoodChainLevel( ) const; Return the food chain level.
- bool isAlive( ) const; Return the alive status of the critter.
- bool kill( ); If the critter is alive, make it not alive. Return true if the critter is made not alive. Otherwise, return false.
- void setPosition( int x, int y ); Sets the position of the critter. Assumes x and y are allowed, does not verify them.
- bool positionAvailable( int x, int y, std::vector< Critter* >& critters, int width, int height ); Returns true if position [x,y] is a legal position and unoccupied. Otherwise, returns false. Legal positions must have x at least 0 and less than width and y at least 0 and less than height.
- virtual bool move( std::vector< Critter* >& critters, int width, int height ); From the list of empty neighboring locations, randomly chooses one, and moves to it. If no locations are empty, do not move. Do not move to a negative x or y position. Do not move to x = width or y = height. Returns true if moved. Otherwise, returns false.
- virtual bool eat( std::vector< Critter* >& critters ) = 0; Abstract method, each critter type eats in its own way.
- virtual bool reproduce( std::vector< Critter* >& critters ) = 0; Abstract method, each critter type reproduces in its own way.

Your Lion class must have the following methods.

- Lion(int x, int y); All Lion's have a food chain level of 10. Initialize the consecutively missed meal count to 0.
- virtual ~Lion(); Required, with empty code block for body.
- int getMissedMealCount( ) const; Returns the number of consecutive missed meals.
- Critter *findNeighborPrey( std::vector< Critter* >& critters ) const; Find the first critter in the vector that is alive, has a lower food chain level than the lion, and is next to the lion, either vertically
or horizontally. If no such critter is found, return the null pointer (0).

- **virtual bool eat( std::vector< Critter* >& critters );** If no **Zebra**s are nearby, the **Lion** will miss a meal. If the **Lion** has missed 3 or more meals, then the **Lion** dies. If there is a **Zebra** next to the Lion, then the **Lion** moves to the location of the **Zebra**, the **Lion** will eat the **Zebra** and the **Zebra** dies. This should reset the number of consecutively missed meals to 0. Returns true if the **Lion** eats, otherwise returns false.

- **virtual bool reproduce( std::vector< Critter* >& critters );** Returns **false**, for now. You’ll need to have a statement: **(void)critters** in the body to remove the compiler warnings.

Your **Zebra** class must have the following methods.

- **Zebra( int x, int y );** All **Zebra**s have a food chain level of 5.
- **virtual ~Zebra( );** Required, with empty code block for body.
- **virtual bool eat( std::vector< Critter* >& critters );** Always returns **false**. You’ll need to have a statement: **(void)critters** in the body to remove the compiler warnings.
- **virtual bool reproduce( std::vector< Critter* >& critters );** Returns **false**, for now. You’ll need to have a statement: **(void)critters** in the body to remove the compiler warnings.

**Show Off Your Work**

To receive credit for this assignment, you must complete the unit tests available in CodeGrinder.