CS120 - Computer Science I
Lab #7
Spring 2014

For this lab we will be working with the electronic pet program described in Chapter 4 of the textbook, (available at `http://www2.cs.uidaho.edu/~rinker/cs120/pet.cpp`). This lab can be done in pairs.

First, enter or download the program and make sure that it works properly. Try all of the options. Also, test what happens if you enter illegal options. As you test the program also look through the code to trace how it works. For this lab you need to do the following:

- Carefully run the program and keep track of either anything that isn't working the way you would like, or anything you would want to improve. You will need to turn in a list of these, so type them into a file. You should be able to find 6-8 weaknesses or improvements easily.

- If the user enters an illegal option from the main menu, they don't get an error message (like they do from the 'play' menu). Modify the code so that they do get an error message.

- When the user feeds their pet they don't get any options. Modify the code so that the user can feed their pet either generic or expensive pet food. Make sure that health, happiness, and the pet's response changes appropriately to the kind of food give.

- Add a new option for playing with a pet. You may decide what the new game is and how it effects the pet's happiness and health.

- Currently, when you feed the pet it responds by saying 'MMM, Yummy!', but there's no response when you play with a pet. Add output so that the different things you can play lead to different responses from the pet.

Once all of the modifications have been made and are working to your satisfaction use the script command to generate sample output. Use an editor to add a section to the output file carefully listing the following:

- The weakness in the original program and the changes you would like to see made.

- The changes that you did make. E.g. the new way to play with the pet.

Use the cat command to append your new code onto the script file.