

CS120 - Computer Science I

Lab #8

Fall 2013

For this lab we will continue working with the electronic pet program. If possible you should use the version of the pet program from Lab 6 with the extra features that were added as part of that assignment.

For this assignment we want to make it possible to save a pet and load it to play with later. This requires saving the pet information to a file so it can be reloaded in the future. Also you should pick one of the improvements you listed in the last assignment (or an improvement discussed in class) and implement it. Specifically, you need to do the following:

- Re-write the constructor function to do the following:
 - Ask the user if this is a new or old (i.e. saved) pet.
 - If it is a new pet the constructor should work as before.
 - If it is an old pet the constructor should ask for the old pet's name. Then the constructor should open the file with that name and read in the pet's data.
- Write a new save function that's a member of the pet class to do the following:
 - When the user exits it should open a file with the same name as the name of the pet.
 - It should save the pet's data.
 - Don't forget to close the file after the data is saved.
- Make (at least) one additional improvement to the pet program. Document the improvement in the code with comments.

Once all of the modifications have been made and are working to your satisfaction use the script command to generate sample output. In creating sample output with the script command remember to show both a new pet being created and an old pet being loaded from a file. Use `cscheckin` to submit the script and your source code.