

Programming Two

Tutorial 1: The Standard Template Library

Getting Back Into Programming

The aim of this tutorial is to get you back into programming whilst also getting you to use a variety of functions from the STL.

There are a variety of puzzles you can choose between to completing all of them if you manage it.

The Exercises

Hangman

Its simple – code a game of hangman, with a limited dictionary to test it, using the STL

Word Jumble

For this game use strings and the STL to create a word jumble game with a limited dictionary.

A word jumble game is where the computer jumbles up the letters in a word and you have to guess the word.

Pontoon

Code the game pontoon using the STL to either store a basic card class or a number. Pontoon is what the Americans call black jack.