Coms 331 **Assignment 7** **Fall 2019**

Introduction

In this assignment we will implement several of the user interface keyboard events, specifically, `C`, `R`, `B`, `U`, and `S`.

Program Design

In the `keyCB()` function, add cases for the letters `C`, `R`, `B`, `U`, and `S`.

In `case 'C'`, call the `clear()` member function of the `Game` object.

In `case 'R'`, call the `randomize()` function of the `Game` object. That function should traverse the cells of the board matrix row by row. In each cell, use `rand()` to get a random integer from `0` to `32767`. If the integer is odd, set the cell to true; if it is even, set it to false. Or vice versa. Be sure to use `srand()` to set the seed so that you don't get the same "random" numbers every time.

In `case 'U'`, call the `update()` member function of the `Game` object.

In `case 'B'`, call the `resize()` function of the `Game` object. That function should prompt the user for the new dimensions of the board, rows and columns. Then destroy the old `Game` object and create a new `Game` object with the specified dimensions. It is not necessary that your program be drawing the board. Just create the new `Game` object. However, it should have the effect of changed the world coordinates of the window boundaries.

In `case 'S'`, toggle the boolean value of a global variable that controls whether the updating is continuous. This case does not do the updating. It only toggles a variable that elsewhere controls whether the updating is continuous.

Due Date

This assignment will not be collected.