

```
1  #include "soldier.h"
2
3  int main()
4  {
5      cout << endl;
6      cout << "*****" << endl;
7      cout << "    Game Patterns    *" << endl;
8      cout << "    Observer    *" << endl;
9      cout << "*****" << endl;
10     cout << "    Christoph Stallmann    *" << endl;
11     cout << "    University of Pretoria    *" << endl;
12     cout << "    COS121 - 2012    *" << endl;
13     cout << "*****" << endl;
14     cout << endl;
15
16     Soldier soldier;
17     Environment environment;
18     environment.attach(&soldier);
19
20     environment.setState("");
21     environment.setState("killing");
22     environment.setState("grenade");
23     environment.setState("");
24
25     cout << endl;
26     return 0;
27 }
28
```