

```
1  //HEADER
2
3  #ifndef ENVIRONMENT_H
4  #define ENVIRONMENT_H
5
6  #include "subject.h"
7
8  class Environment : public Subject
9  {
10
11      public:
12
13          Environment();
14          string state();
15          void setState(string state);
16
17      private:
18
19          string mState;
20
21  };
22
23  #endif
24
25  //SOURCE
26
27  #include "environment.h"
28
29  Environment::Environment()
30      : Subject()
31  {
32      mState = "";
33  }
34
35  string Environment::state()
36  {
37      return mState;
38  }
39
40  void Environment::setState(string state)
41  {
42      mState = state;
43      if(mState == "")
44      {
45          cout << "Nothing is happening." << endl;
46      }
47      else if(mState == "killing")
48      {
49          cout << "Someone was killed." << endl;
50      }
51      else if(mState == "grenade")
52      {
53          cout << "A grenade was thrown." << endl;
54      }
55      notify();
56  }
57
```