

Programming techniques for physical simulations

Exercise 7

October 28, 2009

1. Implement your Simpson integration routine as a function template. Implement a function object and pass it to your templated integration routine.
2. You should now have several versions of your integration code. Compare the performance of your three implementations. You should probably use a very simple function (such as $x \mapsto x^2$) in order to determine the overhead. Compile with `-O2`.
3. Finish your classes `Animal` and `Genome`. Make sure you have a header file and an implementation.
4. Write a main file testing the entire functionality of these two classes.