

The second part of the project is to figure out a processor that can process the text files and output the relevant information to the user.

I initially created multiple classes that would be utilized by the main cpp file for the program, including header files. However, errors had made it difficult to utilize these files, and I had to import all methods and variables to the main cpp file, which makes the main file very bloated and cluttered. These individual cpp files work as expected however, and inherit from the Part.cpp and its methods and functions effectively. The Part.h file is the parent header file from which the different parts inherit from, as they all utilize the same readFile and writeFile method. I had tested each individual .cpp file and all methods had worked competently, but having the main cpp file inherit it all created errors that were difficult for me to pinpoint and understand. This is likely due to my inexperience with the C++ language, and utilizing header and class files in general. I have elected to keep the different .h and .cpp files in the header and implem folder for the sake of documentation and to look back at it again, as I do recognize that having all methods in the main cpp file is not efficient or easily readable.

The different read methods separate from the readFile() method were added due to certain sections of the text files referring to other sections of the text file, meaning all the readFile() method was grabbing were the references to another section. I had put these different methods in the corresponding .cpp files of the part where the main section was found in.

The driver of the cpp mainly utilizes many if statements to determine what the program should process. Likely a less cluttered approach could have also been better utilized here as well.

Overall, this assignment was much more difficult than the previous project, and I need a bit more experience with handling C++ code and determining how to effectively utilize its structure.