Artifact 2

The project I chose to showcase for the data structure aspect of computer science is my vector sorting program from CS 260 from a few semesters ago. The goal of this project was to create a program that parses through bid information and displays the information in a formatted version. The bids are stored in a vector via a csv file containing the bids. A loop was created to read through the rows of the csv file and display followed by pushing the bud to the back of the vector. A quick sort logic was implemented to display bids based off of the time remaining and total number of bids on a home. As the elapsed time on the bids comes closer to zero the bids being displayed change. This was done by implementing a clock variable that shows the total elapsed time on a bids within the system.

A menu was established to perform the specific actions of the program--

1. Load Bids" << endl;

cout << " 2. Display All Bids" << endl;

cout << " 3. Selection Sort All Bids" << endl;

cout << " 4. Quick Sort All Bids" << endl;

cout << " 9. Exit" << endl;

cout << "Enter choice: ";

This project shows my ability to use data structures within code as well as manipulate the data within. It was important to use a vector storage system in this project as the bids within the structure are changing order due to time elapsed and bids being placed.

When it came to modifying the code within the artifact, I did make some changes in the structure of the vector by adding bidID as a unique identifier. I did restructure the code as well and place comments in the correct location accordingly. A testing method was also added to display any errors if any occur in the parser execution.