This program is possibly the best one yet I have made as not only does it have all the required functionality but it also is programed relatively neat. The structure of this code came together well as there was careful planning and design before the actual coding began. The program is separated into 3 separate files and coincidentally has 3 main parts as well. The three files are the PROJ3.cpp (main), Car.h and Car.cpp. Car.pp contains the magic of the program and all of the attributes of the Car object. There is also a private function dedicated to copying strings over for the make and model of the car.

Another major part of the program is the Agency object which is defined in the PROJ3.cpp file as a struct. It is fairly small and therefore does not need a full class to define it. This is where one of the only issues with my program in terms of the project requirements lies and that is the use of the Zip code as an integer instead of an array. In order to turn this into an array all I would have to do is add one or two for loops but I have decided not to do that in the interest of time.

Finally the mainloop of the program is written in PROJ3.cpp and it contains the higher level user interface. A simple do while contains a switch statement to go and make sure the user’s choices get executed. The output in option 5 prints the car’s names to the file but in a perfect world I would add a function to the Car class that allows a Car to return a StringStream so writing all the car’s data to a file would be easier. Passing a filename to the function for it to write itself is also a valid option here.