Project 4 Documentation

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This project was by far the most time consuming, though it was surprisingly easy in adaptation. There were few tricky puzzles of code in this project and more tests of organizational skills when coding object oriented programing. That being said, the project functions very well with a few hoes in areas that I did not have time to fill in. The classes for Sensor and Car were pretty much carbon copied from the instructions as most functions were simply get or set functions with the occasional for loop thrown in. The real reasoning is done in the Agency class with the readAllData function and my process for reading in the sensors despite the brackets. This was the largest challenge and I simply read in everything up to the 0 or 1 that states availability and used a custom made RemoveBracket function to take the brackets out of the C string.

The faults of this program lie in the static variable counting for sensors. The number is a lot higher than it should be and I assume that’s because I am increasing the number in the constructor as opposed to when a type is set directly. I would change that but as of now the project is already all packaged to be submitted. With another hour of time this would have been fixed.