Evaluation Report of my Map Class

The class simple interface as the was the simplest to code and with marks for the art or the graphics of the program or the class adding a fancy user interface or DirectX would be a waste of time. As the program is only for the test cases and to prove to me that the template class functions are working the interface works fine with only the console window for the user interface.

The support given by the C++ is great as C++ allows the use of the templates this lets you use a class that can take any data type used by the programmer or made by him, the class can have operators that help the template classes use any operators but keep the same code for the program regardless of the data type or size of the data type.

This supports my class by letting me use the same functions for the template class making the code simpler to understand and with the operator overloads that allows the certain operators to change want they do.

My implementation of the template class and the map class has many weaknesses, they are there is only three main functions add, pop and get but has two other functions used to check the size and the place the data given into the array. The other weaknesses the looks wrong it does the job but I think it is wrong as the template class was written in short time but just needed fixing to work. The other weakness is the code for the iterator does not works as I have no confidence in the function will work. The other weaknesses is the programmer based class e.g. CVator3. Is written but does not work as the template does not support the class as that part of the template proved harder than thought but this may be working as I will continue to work on it even after the marking.

The improvements are the following I could add support for string class to the template class by the using a data type

Enum and the same code could help with the programmer based class. This will help and to the functionality of the template class. I could also clean up the code of the template class and add more comments to the template class.

If we compare my map class with the STL map class we can tell that the STL map is far better then my map class,

Their class can use any data types given and faster to resize the array and the iterator works this allows the moving of the data in the array and the map class works where as my class I am not sure that my template uses map class at all.

The STL has many years to improve the template with the professionals working the code to optimize and to improve the template.