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This report shows the development process for the <name-pending> DirectX application.

James Moran CGP600 AE2 – Individual Project Report

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# Introduction

# Initial Development Actions

I started off by using an older Tutorial project (Tutorial 08 Exercise 01), as a basis for this assignment’s project. This is because I deemed this project the most advanced working version of the project (no memory leaks), which is also stable. I went through the code, refactoring suitable functions/methods, as well as properties, into classes, with respects to which actions these methods/functions perform and which class would require the respective properties for such.

There is a global function (called in the scope of Main.cpp), that initialises the classes. When this function is called in the WinMain() function, assert() macro-calls are used to make sure the pointers to these classes, are valid. (cplusplus.com, 2000-2017)

For referring to pointers (not copying them), by certain classes, of which the pointer is that of another class,\*& is used for such (instead of \*\*), to call the functions of that pointer’s class. (Matthew Hoggan, 2017)

# References

1. © cplusplus.com, 2000-2017. *assert* [viewed on the 29/11/2017]. Available from: <http://www.cplusplus.com/reference/cassert/assert/>
2. Matthew Hoggan, 2012. *Reason to Pass a Pointer by Reference in C++?* [viewed on the 30/11/2017]. Available from: <https://stackoverflow.com/questions/10240161/reason-to-pass-a-pointer-by-reference-in-c>