Change Variable and/or Method Names

File: bus.h

Original variable/method name: Stop\* this\_s

New name: Stop\* current\_stop

Explanation: The purpose of this variable is a stop pointer which points to the current stop. I realize that this\_s does not necessary explain what this variable indicates directly. Thus, it would be better to show a more obvious name.

File: bus.h

Original variable/method name: Stop\* prev\_s

New name: Stop\* previous\_stop

Explanation: The purpose of this variable is a stop pointer which points to the previous stop. I realize that prev\_s does not necessary explain what this variable indicates directly. Thus, it would be better to show a more obvious name.

File: stop.h

Original variable/method name: int AddingPassengers(Bus \*)

New name: int LoadPassengerToBus(Bus \*)

Explanation: Since there already has a method named AddPassenger in the Stop class. Then I realize that these two functions with similar naming could cause some confusion to the readers. Thus I defined more the name more clearly to resolve the similarity of the two functions.