Design for Assignment 3

How did your design for searching for data in Assignment #3 change during implementation?

During implementation, I had to deal more with pointers and copy constructors than I initially anticipated, meaning I had to write then in more detail/deal with more pointer issues than I anticipated. I also wrote functions to increment values instead of dealing with set/get functions overmuch.

What were the actual values from your testing? Did these match your expected values? What did you do to make sure you get the expected values?

Input Values	Expected Output	Actual = Expected?
Q	Invalid input, read input again	Yes
1	Invalid input, read input again	Yes
rs	Game selects rock then scissors	Yes; unintended functionality but useful nonetheless. Due to partial mishandling of inputs.
32r	Two invalid inputs, then rock	Yes; again unintended but useful.

To make sure I got expected values, I had error checking in my function to get input that made sure the only input the user could get and still continue with the program was r, p or s.