1)

Time	Increment	Actors	Movies
0	10	10	15
0	70	280	552
0	140	1050	2156
0	210	2310	5204
1	280	4060	9634
3	340	5950	14415
7	410	8610	20927
14	480	11760	29768
26	540	14850	39028
59	610	18910	51539

2)

A: Compare each element to the element after it, if they are the same, delete the second element. Continue through vector until end is reached.

3)

The MoviePointer class stores each movie string as a pointer variable, which prevents the string from being changed. It also controls which functions are able to be used with the movies, so the strings cannot be used in a way non-intented by the coder. In addition, it allows each actor to be corresponded with his own movies easier.