CS300

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**Project one Pseudocode and Evaluation**

**Opening File:**

Open file

* Open <filename>
* Create hash
* Search bids
* Find bids
* Load bids

**Menu:**

* COUT menu options
* Get user input
* Print course list
* Print course
* Exit

**Alphanumeric Order**

* Open file
* Print course info
* Order node large right
* Order node small to left
* Close file

**Search:**

* Return value depending on search

**File checking**

* Check strings.
* If unable to locate file throw error
* Parse list

**parseLine:**

* Catch error if unable to open file
* Length error handling
* Course number
* Course title
* Course object

**Objects**

* Create class
* Strings to store course information
* Constructor
* Constructor for course number

**Printing information:**

* Course data display
* Print course information.
* Print course prerequisites

**Closing the file:**

* Return bid
* Close file

**Ending**

* Goodbye message.

**Evaluation**

The program starts by opening the file using the fsstream this will allow us the ability to open and find the file. Using this method, it is also helpful to include error checking. By including the error checking we can allow the program to stop if information is not located. This will utilize less resources and allow us to perform faster searches. Of all the different data structure hash tables are the quickest way to search and the slowest way would be using the vector method. I think the method that I will use to create my project may be the binary tree this is highly agile and offers quick information sorting.

A graph of data analysis

Description automatically generated