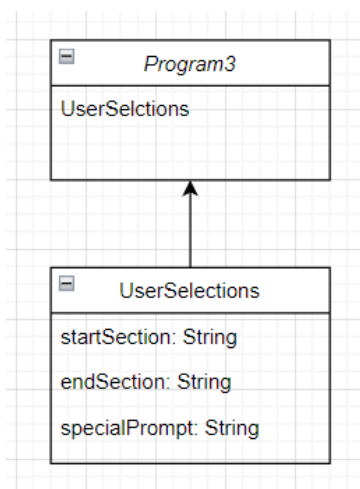


## Programming Assignment #3 Report - Jacob Walton

I am expecting this report to be shorter than my last two mainly as I do not have as much to say about it. To be truthful, I could have resubmitted PA#2 for this assignment as it meets all the requirements for PA#3 (well, technically the requirements say you need to say “Quit”, “quit”, or “q” to exit the program and I had it for when the user inputs “End Program”). But, I wanted to take this time to improve the formatting of my code, which is why I split it into two classes as taught to be useful in the lectures. There were some initial problems in creating it, as I didn’t want it to be more complicated than it was with just one class (as then what is the point). In the end, I think it takes a bit more time to understand how the code works, but once the code is understood, it makes editing it and reusing it in other programs a lot easier. The second class’ job is to find where the fileWriter starts and stops copying in the 10-K Report based on the user’s input. It also has functionality for what to do when the user enters in something that isn’t a request for 10-K Report information (such as ending the program). Unfortunately, requests like those cannot be done from inside another class (at least in a way that does not make the code significantly more difficult to read / work with), so I simply had a variable denote what function the code needs to do and had those functions in the main class. The end result of adding this second class makes the code a bit harder to initially understand, but makes the code a lot easier to edit / reuse once it is understood, and I am quite happy with the end results.



(Here’s also a really simplified UML Diagram)