CS 172 – Individual Write-Up

I used almost all of the basic things that we learned throughout CS 171 and I also included many aspects from 172. For starters, I used classes. I have struggled with classes throughout this entire course but for some reason, something clicked while I was working on my final homework assignment, and everything we’ve learned about object oriented programming made sense. Vectors were also vital for my program. I used them to compile a list of camper objects and then output them. I used pointers as well but only when referencing and modifying the objects. I also created code for some operators but I never actually used them but I figured they did no harm by just having them exist.

I had to get some help out of the class material with a couple of things. The primary one was with “cin.clear(); cin.ignore(100, '\n');” used in the registerCamper() function. I found that if I used cin inside of a loop, it would just use the previous information that had been input. With the help of the internet I found that these two bits of code cleared the cache for the next prompt. The other thing I got help with was when I was working on EX06; I was unable to access the class videos for operators so I ended up calling my brother for help.

The thing that surprised me the most about the class was how difficult it was. I expected to comfortably work at my job and have time to do stuff like volunteer at summer camps, but this class ended up consuming every ounce of my free-time. From this, however, I learned that I both enjoy and can handle a much heavier workload than I had previously thought. The only thing that surprised me about the final project itself was similar. I thought it was going to be pretty easy but it ended up being a week-long endeavor.

If I were to change anything about this project, I would add concepts from Inheritance, Polymorphism, and Recursion. Unfortunately, because of the summer camp, I didn’t have time to learn or study these things and apply them to the program. Thankfully, I’ll have time to explore them throughout the summer. Also, due to underestimating difficulty, I had to forego making an algorithm that would place kids into cabins according to any list of friends that they had chosen. I had started making it but realized it would have been a monster program just by itself. V2 of this project would be primarily focused around that.