Program Author: Ojhan Ardalan Assignment: Hokeemon

Reviewer: Nader S. Opeyany Date: 12-9-19

Does the program run? **y**/n y Does it generate correct output? **y**/n y

Does the program have the following style elements:

File Header: **y**/n y Function Prototype(s): **y**/n y

Program Greeting: **y**/n y Specification Comments: **y**/n y

Highest level of complete specifications (with code implementation):

◻︎ Specification Bundle C ◻︎ Specification Bundle B X **Specification Bundle A**

What 2 elements surprised you (good or bad) about this program? Why did you find those elements surprising?

**Absolutely enjoyed his method of using pointers and there properties to access all the information through inheritance.Also enjoyed the aptly totally not copy righted titles of his child classes😊**

**I found it interesting that method listen was overridden but with how his code is structured it does its job well.I would have preferred a few comments to keep track of all the moving class components but that’s more of a personal preference, this programmer displays great algorithm and design understanding.**

What one thing did you learn from looking at this code?

**One thing I learned from this code is how to scale up object oriented concepts to better manage amounts of data.The amount of code done within the classes show me what a programmer in the field would do in order to get the job done. This programmers use of pointers reminded me of C++’s memory manipulation and how I should also employ such tools to better program.**

### Author Reflection

Knowing what you know now, are there any behavioral changes you could make to generate a different outcome or lighten your workload? What would those be?

What is your reaction to the reviewer feedback (note: I will NOT disclose this to the reviewer)?