# Checkpoint Journal

To be honest, I didn’t learn all too much from the coursework in modules 4 and 5. The “Working with Files” assignment was fairly entertaining as it gave me a chance to play with the C++14 filesystem libraries again.

For Project 2, I used a different approach for waiting on user input to continue execution. While still Windows specific (due to some friendlier libraries provided by Microsoft), I am now spawning off a listening thread that completes when a key is pressed. It works due to the fact that the application does not need the keyboard in the instances where the thread is running.

As a side project, I was going to put in an easter egg wherein you could run the compound calculator using a native cross platform GUI but realized the existing libraries for accomplishing this will make running my project a pain that you probably don’t need to go through. Instead, imagine that you received a project with GLFW and Dear ImGUI integrated being used to collect input and show tables.

Majestic, isn’t it?

I haven’t really run into any roadblocks so I can’t speak on how my approach has changed. The biggest issue has been trying to get all the work done as Discrete Mathematics is taking up a disproportionate amount of time this term.

Looking forward to finishing up strong!

- Paul Mauviel