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CS121

* I began by working off of a pre-established linked list and BST class
  + I learned that this saves alot of time, but to double check the functions work as suggested
  + I ran into a problem with the linked list function that deleted all the nodes, but ended up not using it anyways
* The first problem I actually ran into was how to read in the txt file
  + First line of the txt file had the show name, release date, and ending date
  + I knew these would need to be three different variables
  + In the fstream library, I discovered the getline function
    - After playing around with it, it worked well enough
    - Still reads in a space after the title of the show
* The next problem I ran into was how to store multiple actor names within a single tree node
  + The number of actor names varied between shows, knew I had to allocate memory dynamically
  + Copied in linked list interface and implementation files
    - Worked surprisingly well, only few changes needed to be made for the copied files to work properly with the BST files
* Still read in the endDate with a “-” sign in front, and the genre read in with a space in front of it
  + Multiplied endDate variable by -1, and read in the space to an unused new variable
* While in the addNode() function, I learned that you can just set an object equal to another object of the same time, and it’d copy over the information seamlessly
  + Much to my relief
* Next major problem was inserting a node into the BST
  + Wanted insert by show name alphabetically
    - Learned that can just directly compare strings in c++ with basic comparison operands such as =, >, and <
* Learned that private functions are useful as well
  + Have only really used public functions up until now
* Learned that recursion is very powerful tool
* Time it took to design and implement my program: around 25 hours
  + This time through, I much more effectively bypassed problems that were taking me too long to solve
    - I began with the mindset of skipping problems I couldn’t find a way to quickly solve
      * Unlike during my previous assignment when I started doing this late into my work
    - Problems I ran into with this strategy was that certain portions of the assignment built off other parts
      * bypassing the basic portions was counterproductive
    - This strategy overall helped work through the assignment quicker
  + I began the assignment with a sketch of the BST I’d build, and what would need to be in each node
    - This helped me when I ran into individual problems since I still had the big picture in mind, therefore didn’t get confused on small issues as easily