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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 though, 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