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Project Check-In 2
Shapes Project V1.2.0

Project Link:

Information:

The original project can be found in the “main” branch. The most recent version, as of this document, is in the V-1.2.0 branch. All code updates listed occurred in ShapesProject.cpp.

Updates:

1.) Code has been reformatted so that the call for input to determine user selection is now encapsulated within a function. That function ensures that the user inputs only INTEGERS, as all possible inputs are now designated an enum so as to future proof for any additional shapes that could be included into this program that start with the same letter as another shape/input.

```
enum InputType //TypeOfShape Enum in the shape header already uses the shape names, needs addressed.
{
    LINEIN = 1,
    RECTANGLEIN,
    CIRCLEIN,
    PRINTIN,
    EXITIN,
};
```

```
int getIntInput(){
    bool validInput = false;
    int intInput;
    while (!validInput) {

        char c;

        std::cout << "\n-----Shapes.cpp-----";
        std::cout << "\nEnter number next to chosen command:" << std::endl;
        std::cout << "1) Line" << std::endl;
        std::cout << "2) Rectangle" << std::endl;
        std::cout << "3) Circle" << std::endl;
        std::cout << "4) Print" << std::endl;
        std::cout << "5) Exit" << std::endl;
        std::cout << ">";

        if (!(std::cin >> intInput) || (std::cin.get( &c) && !std::isspace(c))) {
            std::cout << "Entry must be a valid integer! Try again: \n";
            std::cin.clear();
            std::cin.ignore( n: 500, delim: '\n');

        } else validInput = true; //end loop
    }
    return intInput;
}
```

2.) A terms of use has now been written and added on to the README in the github repository

3.) The format for logging all known issues and changes to code has been created and standardized.

Future Updates:

- 1.) Prevent dependency injection
- 2.) Replace pointers with smart pointers