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Project3

The purpose of my program is to take in code from a file, and move it into a class and struct. First we have to move the values in the file to a class and struct with only pointers. I created the class and struct along with the getter and setter functions. For the first menu, I asked for an input file, and then used a double for loop to move it into the class. After that for the second menu option, I wanted to print out all the data that I had stored in the class and struct into the terminal. After that menu, I took the input values the user gave to estimate the car cost to increment the pointers to move to the appropriate car. The fourth menu will take the most expensive car and print it out. So I sorted through the data and used a temp array to move around and copy the values until I had the most expensive car. The 5th menu wanted to print out only the available cars and move them into a separate file.

I faced a lot of problems when writing the code. I had many problems with moving around with pointers. I also had problems trying to move them around in different functions. There was also the problem with trying to move in the zip code. I think that most of my problems extended from the fact that I didn’t understand how to use classes and move within them. I wasn’t sure how to make pointers point to different classes and structs. I also had a problem trying to find out to move in the class to find the estimated car cost. When it came down to the code I tried to use for loops to do it , but ended up using some long code to move around.

If I wanted to improve my code, I would defiantly try to clean it up more. I have some functions that are not needed and my indentation is not superb. My void functions are not in order, so I would like to make them make sense. I also didn’t have time to make functions for all of the menus, so I would go back and remake some of the functions.