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Project 6 Documentation

The purpose of this project was to learn about virtual functions and do more work in inheritance. The design of my project was the two classes and the Vehicle class being the base class and the car class being the derived class. In both classes there are default, parameterized, copy, and destructors. In the vehicle class there are set and get functions for the lla values. Then in the constructions and move function I call the set function to set the values of the lla. My assignment operator checks if the two vehicles aren’t the same and then uses the set function to set one object to the other. Msy serialize contains all the cout for all the data that I’m printing out. Then I needed to make an output function that calls the serialize function because I can’t call it in the insertion operator because it isn’t really a member of the function so it can’t access private members. So, in my insertion operator I would just call my output function. Then in my car classes in my constructors, I would make it call the vehicle constructor that correspond to that constructor. I have another serialize function that overrides the one in the virtual class. I also have to make another move function that calls the vehicle move function. Along with that we need set and get functions for the m\_throttle.

For some of the problems that I had, I didn’t know how to use virtual functions, so I realized you only need to declare it as virtual only once. Then another problem that I had was that my set function name didn’t match the name of the function in the main provided to us. It took me a long time to realize the fact that I had SetLLa instead of SetLLA. The serialize function was confusing to me for a while. When we needed to call the function in the output function, I didn’t know what to pass to the function. Then I had to go to the TA to get help and realize I had to pass it cout. For things that I think I could improve on would be const values. I think that there should have been more const values that I could of added. I also wondered if we need the implementation in the vehicle class because in the main file we only call the car class functions.