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Developmental Diary: Project 3

1. From the problem description, create a list of all classes that you can identify. For each class, list the associated member variables and identify an initial set of member functions.

Class: textmenu

Responsible for which direction the program takes.

Class :Ledger

Member functions :

Addtransaction,

Printsummary,

Removetransaction

voidtransaction

Member variables :

Stores an object array of 10 transactions called:

Trans[ledgersize]

Class: Transaction

Member functions :

Getname,setname,

gethour,sethour

getsecond, setsecond

getminute,setminute

setprice, getprice

setcost, getcost

setprice, getprice

setid,getid

setvalid,getvalid

Member variables :

Hour

Minute

Second

Name

Cost

Price

Id

Valid

profit

2. List out a set of steps that you will take to implement your solution to the problem. Each step refers to an increment of the program that you will be creating. It is recommended to complete the implementation of a single logical action per step.

1. First I will create all of the classes and start creating private variables and member functions one at a time.
2. Once I figured out what the classes will store, I will implement a way to connect the classes to main.cpp.
3. Then I will start writing all the member functions necessary to carry out the calculations.

3. Once you have finished implementing your solution, reflect on the process that you followed. Did you wind up with the same classes as you initially identified? Did you need to change any of the functionality or add unexpected details? Did you have to deviate from your plan? Write a description of any details that needed to change as you worked on your solution.

Initially I had the wrong idea and I attempted to utilize the classes in a manner that wouldn’t be functional. After a long time, I figured out an alternative and I eventually pieced everything together. However, it was helpful to initially think about how my classes will be structured and what they would be responsible for. In hindsight, I should have done more research before diving into the project .

In addition, this project had a multiple solutions which can cause great confusion. However, once I saw that we were required to use object arrays the solution became clear.

Overall thumbs up.