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Developmental Diary: Project 4

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 :File

Member functions :

Getrows

Setrows

Getcolumns

Setcolumns

Getpixel

setpixel

Member variables :

Rows

Columns

Pixel

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 class in a manner that wouldn’t be functional. I was trying to store a dynamically allocated 2D array in the class. However, the class does not allow for you to have dynamic variables inside of the data members of a class.

Hence, I had to create a dynamically allocated 2D array using pointers and double pointers inside of main. The class would simply keep track of the dimensions of the matrix that is being used. In hindsight, I should have done more research before diving into the project.

Overall thumbs up.