Things I was unable to finish:

I finished everything (I think)

I didn’t use any banned STL Components

There may be a bug about the search being case sensitive, but I am not sure. Additionally, destruction of dynamically allocated objects takes some time.

For the RadixClass, I tested my insert class by using the debugger and search function. I developed a series of insertions that would test the edge cases that the insert function had to handle. This would include adding slower and then slow or adding plow and then plower, or adding the first word in a radix tree which is basically all I had to handle. For the search function I also utilized the debugger and tested whether it could handle those edge cases. For my PersonProfile, I developed it in a separate file and tested by adding AttValuePairs which helped heavily. PersonProfile probably required the least amount of testing which was very nice. A bulk of the testing of AttributeTranslator came in a separate file where I spent most of the time debugging the Load function and making sure it properly added each compatible pair. After that was developed through thorough testing and use of the debugger, the remaining functions were easy to develop and required minimal testing as there were very few edge cases. The same could be said for the MemberDatabase. For MatchMaker, all of my other classes had been developed, so I just developed continuously until it worked.