



Q1) Why do we have an abstract PageParser class, and why do we have a pure virtual parse function inside the PageParser class?

The PageParser class serves as a way for the program to create a default template of parsers and then have the function be called in the object that is inputted. So when you have `mdparsertests.cpp` declare an `mdparser` called `mdp`, you will automatically because of the virtual functions have that object's version of `parse` and `display-text` called. Let's us not initialize the functions and build them later. So we can create parsers of more formats and still have them function with the same functions.

Q2) Why does the Handler class have a pure virtual process function?

A pure virtual function in Handler prevents Handler from being initialized and Handler won't have to write any implementation of `process`. That responsibility is entirely on the derived classes. They have to provide an implementation of `process` and their implementation will automatically be called based on object type.

Q3) What are the sequence call functions that occur from an And starting from SearchUI::run() until the results are computed and displayed.

