My project wasn’t able to run correctly on g32 due to some error with treemm.h and potentially something wrong with MovieDatabase.cpp.

I was unable to finish the end ranking system for the Recommender Class. So far, it only sorts by the compatibility score.

Testing:

\*Disclaimer- I had trouble running on g32 with treemm.h and MovieDatabase.cpp

I tested my recommender class by implementing the function provided in the spec and I was able to attain a list of movies that were correctly ordered on Xcode.   
As for the user Database Class and the Movie Database Class, I created my own tests on my main.cpp file like the following:

if (udb.load(USER\_DATAFILE))

cout << "in" << endl;

User\* u = udb.get\_user\_from\_email("AbFow2483@charter.net");

cout << u->get\_full\_name() << endl;

cout << u->get\_email() << endl;

vector<string> store = u->get\_watch\_history();

cout << store.size() << endl;

cout << store[5] << endl;

MovieDatabase mdb;

if (mdb.load(MOVIE\_DATAFILE))

cout << "inMovie" << endl;

vector<Movie\*> m = mdb.get\_movies\_with\_actor("jayam ravi");

for (int i = 0; i < m.size(); i++)

{

cout << m[i]->get\_title() << endl;

}

Movie\* m = mdb.get\_movie\_from\_id("ID25779");

cout << m->get\_id() << endl;

cout << m->get\_title() << endl;

vector<string> storeD = m->get\_directors();

cout << storeD.size() << endl;

cout << storeD[0] << endl;

cout << m->get\_rating() << endl;

vector<string> storeA = m->get\_actors();

cout << storeA.size() << endl;

cout << storeA[3] << endl;

vector<string> storeG = m->get\_genres();

cout << storeG.size() << endl;

cout << storeG[1] << endl;

cout << m->get\_release\_year() << endl;