

## COMP2710 – Frequently Asked Questions

### Homework 6

1. I am trying to declare a constructor, and this is what I did

```
Doctor::Doctor(string nameInput, unsigned int number, string list[])  
    : name(nameInput), numPatients(number), patientList(list)  
{  
  
}
```

but the compiler said this:

```
In constructor 'Doctor::Doctor(std::string, unsigned int, std::string*)'  
26: error: bad array initializer
```

**Answer:** The patient list cannot be initialized by passing an input parameter, because patient list should be initialized to be NULL.

2. In what condition do we need to use `cin.clear()` and `cin.ignore(10000, '\n')`? When we are trying to input a string or integer, or both?

**Answer:** If you simply input all strings, you do not need to use `cin.clear` and `cin.ignore`. Similarly, if you input all integers, you do not need to use `cin.clear` and `cin.ignore` neither. However, if you input some integers followed by some strings or vice versa, you must use `cin.clear` and `cin.ignore` after applying `cin` to input an integer.

3. Should the variable `patientList` be the name of a pointer which points to an array that contains the name of patients?

**Answer:** Yes. `patientList` – the name of a dynamic array - is a pointer pointing to a dynamically created array.

4. When I have a dynamic array, say, an array of type `int` which name is `iArray`. Is there a special command that can give me the size of the array, or do I have to write a loop to find it myself? Since in Java, I can just use `iArray.length` to get it. Is there a similar piece of command?

**Answer:** Ideally, programmers (in this case it's you) should manage the size of the dynamic array in their program. When you create a dynamic array using the **new** operator, you are aware of the size of this newly created array. This size can be passed as an input parameter of any function, if the function needs be aware of the dynamic array size too.

5. Your sample code for homework 6 has an area for a product version. Do we need to implement a product version of our own or is unit testing enough?

**Answer:** No, you do not need a product version.

6. I realized that one of the requirements states that we must have two versions, but the main function is only required to perform unit testing. Does that mean we only need one version (the debug version)?

**Answer:** Please take a look at the sample code posted on Canvas. You may apply the concept of multiple versions to maintain multiple unit test drivers.

7. Also are we supposed to have an accessor/mutator for every one of the member variables or only the ones that are laid out in the hw6 template?

**Answer:** You must implement the member functions specified in the sample code. You may add more member functions into this class.