Assignment 4		Student: Austin Major				
Max Earned						
Value	Value	Check Marks	Instructor Comments			
Accuracy (100)						
15	15	 Grain class implements: Constructors / Destructor Accessors to return average test weight and ideal moisture level constants Accessors to return moisture level and foreign material values 				
10	10	Ticket class implements: • Timestamp: ✓ Set in constructors ✓ Accessor to return value ✓ Formatted in the return value of toString() • Grain sample member variable ✓ Uses sample member variable for grain's moisture level and foreign material				
40	36	 Tickets class implements: Default constructor: ✓ Sets initial size and capacity ✓ Allocates dynamic array based on capacity Copy constructor: ✓ Sets size and capacity based on object to be copied ✓ Allocates dynamic array based on capacity of array within object to be copied ✓ Copies individual elements to newly allocated dynamic array based on size of array within object to be copied Destructor: ✓ Frees memory for dynamic array add(): ✓ Tests whether capacity of dynamic array needs increased, no unused elements remain to add <i>Ticket</i> object (size == capacity) if capacity needs increased: Saves memory pointer to existing (old) dynamic array Increases capacity by a reasonable amount (adds a constant) Allocates dynamic array based on increased capacity Copies individual elements to newly allocated dynamic array from existing (old) dynamic array (based on size) using Allocates dynamic array fold dynamic array (based on size) using Allocates dynamic array fold dynamic array (based on size) using Allocates dynamic array fold dynamic array (based on size) using Allocates dynamic array fold dynamic array (based on size) using	Overloaded assignment operator does not free memory for dynamic array prior to allocating new array, thus leading to a memory leak. In the add() function, suggest you delay incrementing ticketArraySize until the end of the function, then you won't need to always subtract one from it.			

		saved memory pointer	
		 Frees memory to existing (old) dynamic array using saved 	
		memory pointer	
		✓ Adds Ticket object to next available element within dynamic	
		array (based on size) and increments size	
		• size():	
		✓ Accessor for number of elements used within dynamic array	
		Overloaded assignment operator:	
		✓ Tests for assignment to self	
		✓ Frees memory to dynamic array	
		✓ Sets size and capacity based on RHS object	
		✓ Allocates dynamic array based on capacity of array within RHS	
		object	
		✓ Copies individual elements to newly allocated dynamic array based on size of array within RHS object	
		,	
		Overloaded array subscript operator: Returns Ticket object at indexed element within dynamic array.	
10	10	✓ Returns <i>Ticket</i> object at indexed element within dynamic array <i>Input</i> class implements:	
10	10	All console input moved from main() to inputTickets()	
		Checks for duplicates by comparing <i>Ticket</i> object to elements of	
		the <i>Tickets</i> object via its overloaded array subscripting operator	
		Individual <i>Ticket</i> objects added to <i>Tickets</i> object provided as a	
		parameter	
15	15	Output class implements:	
		All console output moved from main() to OutputTickets()	
		Outputs elements of the <i>Tickets</i> object via its overloaded array	
		subscripting operator	
		Calculates totals using elements of the <i>Tickets</i> object via its	
		overloaded array subscripting operator	
5	5	Source files compile without syntax errors (use –Wall flag) and include	
		sufficient logic to produce expected outcomes	
		 The main() simply declares a Tickets object and passes it as an 	
		argument to the input and output static functions	
5	5	Program runs without causing a run-time error using the "happy path",	
		only valid values (conversion errors are tolerated for this assignment)	
		and exhibits sufficient logic to produce expected outcomes	
100	96.00	Total	Early submission, +15 if at least 70.
	+15.00		Early submission, +10 if at least 60.
	111.00		