The purpose of the assignment was to design and implement a class in C++. The class used was made to design the interface of a calendar. The class is only a skeleton and only prints out the name of the methods in the class with there being comments in the methods telling what the method should do. In the main program the methods are called three different times with one of them using the user’s inputs. The only things that the program asks for inputs are the month, day, and year. The program outputs the constructor, copy constructor, date, Week method, Season method, and Holiday method. Error handling was used was to make sure the user didn’t input any numbers more than 12 or less than 1 for the months, more than 31 for the days, and more than 28 for the days if the month was February.

The class that was designed is only a skeleton and doesn’t do a lot other than print out the name of the class. Inside the methods are comments on what the methods should do, for example the Season method prints out Season and has a comment inside that says it is used to determine what season of the year it is. Each method is called three times with two of those times using hard coded dates and the third uses the user’s input in MM/DD/YYYY format.

No sample code was provided for this assignment. The way the error handling was used is not perfect. If the user were to get one of the inputs wrong one time and get it wrong a second time the program will not notice the second time as wrong. If the user only messes up once then error handling works without a problem, unless the user types in 31 days on a 30 day month. Many special cases were tested, such as if the user inputs a number less than 1 or more than 12 for the month, or if the user inputs more than 31 for the day. No error handling was used on the year. If there was more time then more time would have been put into the error handling.

Implementing a class by scratch sounded hard but it turned out not to be that bad. One method of designing the class that was used was making separate get and set functions with the set functions only setting the private variable equal to the public variables and get functions only returning the private variables. This project only took an hour or two to complete. If this assignment were to be done over again then I would actually have the methods in the class do what they are supposed to.