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1. I was close but ultimately unable to finish the radix tree implementation. I included my attempted implementation in my RadixTree.h file, commented out below my dummy implementation. I was able to get it working with almost every edge case in my testing but could never get it to work with a members.txt file larger than just a few members.
2. I use an stl map as a dummy RadixTree. I do not use banned stl components in any other part of my project.
3. My radix tree has a few bugs that I was unable to fix (the attempt at a legit radix tree, not the dummy one), but I am not aware of any other bugs in the rest of my classes.
4. To test my radix tree, I inserted h, then h again, then hit, then hip, hipster, hipsters, diabolical, diary, diabolica, d, and a few other words. All of the edge cases that I could come up with (5 in total) were tested by my tests. To test my other classes, I used reduced versions of the members.txt and translator.txt files until they were both handled properly, making sure to include situations where there were duplicate emails, repeated values for a given attribute, etc. so that all of the spec requirements were met. Eventually, I tested my program with the full files provided and was able to get it to perform exactly as the example provided to us did on those same files.