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# Translate Python to C++

## REVIEW

### CODE REVIEW 4

## HISTORY

### Requires Changes

4 specifications require changes

### You're almost there

You properly implemented most of the functions 🙌

### Required Changes

- The submitted files do not properly compile. Please keep the original `#include`
- 'normalize()' contains a logical error. Apparently a line was copied without being fully updated. This resulted in keeping the result `newGrid` at 0s
- 'sense': You need to allocate memory for `newGrid` before using it as you did in other functions

Keep learning and good luck 🙌

### Correctness

## Code passes the provided tests in tests.cpp

Unfortunately, when compiling your code I am getting the following errors.

```
(base) ~\Desktop\001016:\mnt/d/Udacity\TranslatePythonToC++\tmp$ g++ -std=c++11 tests.cpp
/usr/bin/ld: /tmp/ccz6IQss.o: in function 'move(int, int, std::vector<std::vector<float, std::allocator<float> > >, float)'
:
tests.cpp:(.text+0x268): undefined reference to 'zeros(int, int)'
/usr/bin/ld: tests.cpp:(.text+0x371): undefined reference to 'blur(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > >, float)'
, float)'
/usr/bin/ld: /tmp/ccz6IQss.o: in function 'sense(char, std::vector<std::vector<char, std::allocator<char> > >, std::vector<std::vector<float, std::allocator<float> > >, std::allocator<float, std::allocator<float> > >, float, float)'
:
tests.cpp:(.text+0x5b4): undefined reference to 'normalize(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > >)'
/usr/bin/ld: /tmp/ccz6IQss.o: in function 'test_normalize()':
tests.cpp:(.text+0xaad): undefined reference to 'zeros(int, int)'
/usr/bin/ld: tests.cpp:(.text+0xae5): undefined reference to 'zeros(int, int)'
/usr/bin/ld: tests.cpp:(.text+0xbec): undefined reference to 'normalize(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > > > >)'
/usr/bin/ld: tests.cpp:(.text+0xc59): undefined reference to 'close_enough(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > > > >, std::vector<std::vector<float, std::allocator<float> > >, std::allocator<float, std::allocator<float> > >)'
/usr/bin/ld: tests.cpp:(.text+0xce0): undefined reference to 'show_grid(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > > > >)'
/usr/bin/ld: tests.cpp:(.text+0xd21): undefined reference to 'show_grid(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > > > >)'
/usr/bin/ld: tests.cpp:(.text+0xd62): undefined reference to 'show_grid(std::vector<std::vector<float, std::allocator<float> > >, std::allocator<std::vector<float, std::allocator<float> > > > >)'
/usr/bin/ld: /tmp/ccz6IQss.o: in function 'test_blur()':
tests.cpp:(.text+0xeea): undefined reference to 'zeros(int, int)'
/usr/bin/ld: tests.cpp:(.text+0xf22): undefined reference to 'zeros(int, int)'
```

I looked at the code. Most of the code looked Ok. I further looked at the source of the issue. It's related to properly include the `.cpp` files. (see code review)

'initialize\_beliefs' is implemented the right way.

This will be reviewed after correcting the other issues

'sense' is implemented the right way.

You need to properly allocate memory for the `newGrid` before using it. See code review.

'move' is implemented the right way.

There is a bug in the `normalize()`. Please see code review for more.

## Code Quality

Code quality issues should not make a project non-passing unless they are problematic enough that it is not possible to understand the code at all with a reasonable amount of effort.

Readability is important so try to go through your code before submitting to make sure that a reviewer will be able to provide the most helpful feedback for you.

 RESUBMIT DOWNLOAD PROJECT

4

CODE REVIEW COMMENTS



## Best practices for your project resubmission

Ben shares 5 helpful tips to get you through revising and resubmitting your project.

 [Watch Video](#) (3:01)

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