6/21 – 6/22: Learn the sorting techniques thoroughly (drawing, using the cards, thinking through) before starting. Read requirements thoroughly. Set up `project3` folder (i.e. copy skeleton files).

6/22 – 6/24: isSorted() in `test.cpp`, Sorter(), Sorter(Mode mode). Copy constructor and assignment operator, if non-trivial.

6/24: Insertion sort and testing until it's correct.

6/25: Merge sort and testing until it's correct.

6/26: Quick sort and testing until it's correct.

6/27 – 6/28: Destructor, void sort (x2), void set(), Mode getMode().

6/28 – 6/30: Rigorous testing of all aspects.