

EECS 268

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Lab1 Write Up

1/30/17

1. What helper methods did I add to the Executive class and what were their responsibilities?

`void printMenu();`

- This method printed the menu for interaction with the user

`void printPokeData(int ID);`

- I utilized this method to print the ID, American name and Japanese name of a Pokemon given an input ID number integer.

`void writeJapToFile(string fileName);`

- This method allowed me to quickly open an outstream to a file passed in, and then write the Japanese names to this file.

2. What, if any, help classes did you add to the lab? What were their responsibilities?
  - I did actually not use any help classes for this lab. I found that using the Pokemon and Executive classes was enough to efficiently accomplish the tasks required of the program.
3. If the number of values a Pokemon object holds increased past 3, how much of my code would that affect?
  - This would not have a drastic impact on my code, but to allow for a Pokemon object to hold more than 3 values I would need to update the constructor and member variables in the Pokemon class. I would also want to add getters and setters, perhaps, for these new values. So really I would need to add more code to the Pokemon class but it would not affect much of the existing code.
4. What did you use the debugger for? How did it help?
  - I ran the debugger with a TA in addition to the valgrind program to watch what was happening as my program ran and then see if any memory leaks existed. I did have a problem with my destructor initially and the debugger allowed me to see why my method of deletion was incorrect when trying to delete the Pokemon objects and then the array itself.