Reflective Paper for ICP

CS313: Intermediate Computer Programming

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After reading through the instructions, I thought that the work would be easy to finish since it involved translating written code in Java to C++. The syntax is similar so I didn’t think much of it until the time to start translation was due.

I handled the reading from the file aspect of the project. I thought it would be a breeze since I’ve done file reading in python and java so C++ should not be any different but I was very wrong. In the Java implementation, I used a HashMap in handling the contents of the file but it was not available in C++. After searching for a similar structure, I could use, I came across the unordered map which is kind of C++’s equivalent of a HashMap even though they don’t function the same way.

The file contents were stored in an unordered map to make the data that would be needed easily accessible. A corresponding object was created for every file that was read. For example, the airport file which was read had an object created using crucial data from the file which would be needed.

Another thing that was quite bothersome was trying to adapt to the code structure used in C++ where a class file just contains the constructor and ‘abstract’ methods that are implemented in a .cpp file.

What I learnt from this project is that translating code is not as easy as it seems. Sometimes it is better to start from scratch even if you have already implemented the solution in another language since every language comes with its way of doing things.