I’ve managed to get a lot done! My code compiles without error, I’m just working on getting files to read and write without things going wrong. I’m also learning about inheritance because one of my classes inherits from another and figuring out how that works properly in c++ is taking a couple days. I’m confident that I’ll have a perfect program by the time it’s due, however it may take me right up to the due date to work out all the bugs.

I still think that the most useful thing I’ve learned is git and implementing it into my workflow. I think it should be required to be learned early on and how to incorporate it. It would have saved me so much headache had I had this tool at my disposal early on. Now I feel confident that my work is saved, that I’m not committing to the master branch so I can just mess around with the code and always revert it to a working commit if I break it badly. Also setting myself up to be a great collaborator and being able to use git logs to see who has made commits.

I genuinely think adding git to the workflow could save everyone so much struggle for the amount of effort involved to learn it. Previously I was saving my code to google cloud and downloading it on my other computer. Well turns out that’s literally the problem git was made to solve. Now I just commit and push it to my develop branch, on my laptop I just pull it before working on it and bam! It’s all updated and ready to go.

The rest of my code is centralized around successfully manipulating files on the computer, reading and writing to them and doing basic arithmetic. So once I’m past this hurdle ( I expect by next weekend) then it should be easy sailing. The rest of the program should be pretty straight forward.