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CS 202 – Project 6: Part 1

**Purpose:** The purpose of this week’s project was to create a .cpp file implementing all the functions that were given to us in the agency.h file. The overall purpose was to practice creating constructors, parametrized constructers, and destructors. With this, we also created functions to manipulate the data we were storing in our classes. These functions included set functions, to set our variables to specific items, a group of get functions, to return our data, and also print functions to print our class data. For our agency we had a few functions that printed the most expensive car in the list, print only the available cars, as well as estimate prices for cars based on a set number of days.

**Design:** For this project, I used the same sort of thought when creating functions as I would for a struct, as classes are very similar to these. However, when it came to certain const functions I had to think of a way around the fact that I was unable to modify any of the actual class data, so having to copy all items necessary to a temp variable of a certain kind became handy.

**Problems:** In this project, I didn’t run into many problems, at first I would get a segmentation fault due to a pointer error somewhere, which would just take time to fix, other than that, the problems that I faced was getting comfortable with how constructors worked, and what to do to make them work properly.

**Changes:** There isn’t much I can think about changing for this program, I would have liked to find a better way to print out the whole lists of cars for the agency, as what it prints out currently is a very un-appealing long list of single cars.