## CSC-17C Data Structures and Algorithms Final Project Checklist:

### Program complexity to include:

i. Stack

ii. Queue✔✔✔

iii. Map

iv. Vector ✔✔✔

## 2. Must accept dynamic input from the user.

i. user enters text files to be compared ✔✔✔

### 3. Must save data persistently. That means to a file or a database.

i. Files are copied to vectors ✔✔✔

ii. Address of tiles are also saved to a queue ✔✔✔

### 4. Bonus points for connecting application to a web service such as: Consuming data from a website, API’s, save data off to a web service, display a webpage off in the application somewhere, figure out how to network a game.

i. Implement option for user to use third-party API for an extra file comparison.

### 5. Must be in c++, any version is acceptable.

i. Written in c++ v.14✔✔✔

### 6. Due by time of final exams.

Key:

Completed section denoted by: ✔✔✔

Not Yet Completed denoted by: ***NYC***