Iteration 02 Reflection

This project was a struggle in certain parts. I didn’t have too much trouble with file I/O and was able to get it all working well which I’m proud of. I think I could have generalized it a bit more to be more DRY, but my implementation worked well for me and I have all the files writing to the specified folder. I also was happy with how I wrote some functions, including the shirt selection and price/percent setting functions in my first iteration. Due to them already being quite modularized, the work I had to do here was minimal.

I struggled a lot with getting my read card function to work. I was struggling with character pointers and arrays. I was able to get the value stored, but then it wouldn’t return or be stored for use later. I struggled a lot with getting the entire string to get passed as well. After much work, I was able to figure it out and have a properly formatted credit card number in the end. In the end, I feel much more confident working with character pointers and passing them between functions.

In terms of quality code, my use of constants to control min and max prices/percents made my life much easier this time around as I only had to change a value in one place to completely change certain parameters of the project. I also would not leave the filePtr open the entire program, opening it only when needed and closing thereafter. This is quality coding as it ensures that the file is only being used/manipulated when I need to do so. Also, I opened files in read mode when I knew they were not going to be affected, and only used append or write mode when the files were going to be altered.