COSC 1436 – Intro to Problem Solving II

Lab 9 Corrections

Movie.h

1. I got rid of pointers at function variables.

{

bool addYearReleased( int yearOfReleaseF);

bool addCriticRating( float ratingOfCriticsF );

bool addRunTime(int runningTimeF );

}

1. makeDirectorsFullName function does not take any variable now.
2. I completed prologue

Movie.cpp

1. I completed all prologues
2. I got rid of pointers at function variables.
3. I got rid of #include <string>
4. In addLastName(string lastNameOfDirectorF) function

“lastNameOfDirector.resize(14,' ');**”** now resize gets 13 instead of 14. In addition, I got rid of for loop in this function.

1. I explained more detailed what I am doing in makeDirectorsFullName function.

Lab9.cpp

1. I completed all prologues
2. I got rid of global variables
3. Program allocates array after it checks inFile and outFile for opening.
4. Program writes all the data back to file when the user chooses to quit.
5. Program de-allocates array after writeOutputFile function in main function.
6. I got rid of pointer variables in readFile function so I do not have to de-allocate them.
7. I used constant in userOperations function
8. I got rid of converting the movie titles to all uppercase.
9. searchDirectorsLastName is more clear. I get rid of unnecessary for loops and converting the Last names to all uppercase.
10. In addEntry function, I got rid of pointer variables so I do not have to de-allocate them. Moreover, movieArray[totalRecords] does not get 7 anymore it gets parametric index which is totalRecords, so new records are always added into at end of the array. In addition, I do not call functions twice, I reorganized do-while loops