UDACITY

Process Monitor

REVIEW
CODE REVIEW 5
HISTORY

▶ **CppND-System-Monitor/src/linux_parser.cpp**   2

▶ **CppND-System-Monitor/src/system.cpp**   1

▶ **CppND-System-Monitor/src/process.cpp**   1

▼ **CppND-System-Monitor/src/format.cpp**   1

```
1  #include <string>
2  #include "format.h"
3  using std::string;
4  #include <iomanip>
5
6  // TODO: Complete this helper function
7  // INPUT: Long int measuring seconds
8  // OUTPUT: HH:MM:SS
9  // REMOVE: [[maybe_unused]] once you define the function
10 string Format::ElapsedTime(long seconds) {
11     std::stringstream ss;
12
13     int h = seconds/3600;
14     int m = (seconds - h*3600)/60;
15     int s = seconds - h*3600 - m*60;
16     ss << std::setw(2) << std::setfill('0') << h << ":";
17     ss << std::setw(2) << std::setfill('0') << m << ":";
18     ss << std::setw(2) << std::setfill('0') << s;
19
20     return ss.str();
21 }
```

AWESOME

Good Job! Nice short implementation.

▶ CppND-System-Monitor/src/test07.cpp

▶ CppND-System-Monitor/src/test06.cpp

▶ CppND-System-Monitor/src/test05.cpp

▶ CppND-System-Monitor/src/test04.cpp

▶ CppND-System-Monitor/src/test03.cpp

▶ CppND-System-Monitor/src/test02.cpp

▶ CppND-System-Monitor/src/test01.cpp

▶ CppND-System-Monitor/src/test00.cpp

▶ CppND-System-Monitor/src/processor.cpp

▶ CppND-System-Monitor/src/ncurses_display.cpp

▶ CppND-System-Monitor/src/my_utility.h

▶ CppND-System-Monitor/src/my_utility.cpp

▶ CppND-System-Monitor/src/main.cpp

▶ CppND-System-Monitor/include/system.h

▶ CppND-System-Monitor/include/processor.h

▶ CppND-System-Monitor/include/process.h

▶ CppND-System-Monitor/include/ncurses_display.h

▶ CppND-System-Monitor/include/linux_parser.h

▶ CppND-System-Monitor/include/format.h

▶ CppND-System-Monitor/README.md

▶ CppND-System-Monitor/Makefile

▶ CppND-System-Monitor/CMakeLists.txt

Learn the best practices for revising and resubmitting your project.