**Player profile database project check list**

All submitted projects compile without errors**: Yes**

The program includes a “readme” or document explaining how to compile, execute and operate the program **: Yes**

The program performs as described in the general description**: Yes**

The program contains no logical errors **: Yes**

The code is sufficiently commented and clean **: Yes**

An attempt has been made to increase the program’s efficiency **: Yes**

Code compiles without no warnings **: Yes**

Program executes without crashing **: Yes**

Program has no memory leaks, and closes all files after use**: Yes**

A release executable has been made and included in the submission **: Yes**

Project files and source code are included in the submission**: Yes**

All files are packaged in a single compressed archive **: Yes**

Estimate the number of hours taken to complete this assessment task **: 30 (actual work time)**

How many times have you submitted this assessment task (including this time)? **: once**

Complete the following table by providing the class name or file name, along with the line number, to show where you have implemented each feature.

Feature Class/File Line Number

The program defines at least one class or user-defined data type **: Yes, File: PlayerProfile.h, Line Number: 4**

The program uses an array of user-defined data types **: Yes, File: PlayerArray.h, Line Number: 4**

The program maintains a sorted array of **: object type:PlayerProfile, File: PlayerArray.h , Line Number: 11**

The program implements binary search **: Yes, File: PlayerArray.cpp, Line Number: 73**

The program writes to a random-access binary file **: Yes, File:DatabaseManager.h, Line Number: 127**

The program creates a dynamic array **: Yes, File:DatabaseManager.h, Line Number:27, 232**

The program destroys a dynamic array **: Yes, File:DatabaseManager.h, Line Number:21,22**

A test **(binary)** file is included with the project **: Yes**

Code is well commented (i.e., each function and class is commented) **: Yes**