In this week’s workshop, the main concept that I worked on was creating and using constructors. I learned how I can define new Constructors- default and overloaded. In addition to that, I created a destructor for my class which gave me full control over how my class would be created and deleted. To assist me with creating dynamic character string arrays, every time I want to use some strings as class Members, created a separate Utility module which eliminated the need to write a lengthy series of code lines repeatedly. I further learned how to decide what member variables and methods should be private or public and what functions need to be helper functions. I expanded my knowledge on the use of cout functions that help me enhance the displayed format of my code. In part 2 sorting the data in descending order according to the battery was the toughest part of this week’s workshop due to memory leak problems but I was able to correct those with the help of a different logic that eliminated the use of additional dynamic memory.