Jason Trader

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Project Proposal

My project will focus around trying to retain the information that I have learned in the first two sections of Computer Science. One of my major problems with coding is remembering some of the nitty-gritty details of what certain functions do or how certain pieces of syntax are implemented. In order to combat this, I plan to implement a study program that stores pieces of syntax, descriptions and an example of their function. I believe I will be able to have separate classes for pieces of syntax (i.e. how a char array works), and functions (i.e. different functions associated with vectors) that both inherit from a class as these two class would be both part of c++ coding. I have to think a little bit longer on the specifics of how this will work. The classes themselves could have both study and test functions and vectors that could easily incorporate further learning. I also plan to implement a randomizing function for the vectors so that the files can be tested/studied in varying order.

One of my biggest struggles in this project will be finding exactly how inheritance will factor in to my project. At the moment, my logic is a bit shaky as functions are technically syntax, but I believe I will be able to figure it out. Additionally, having file I/O will be a little bit of a struggle as it does not seem natural in this type of project. I can see the functionality of an output as I could then print a study sheet out for on the go. However, it is a little more difficult for me to see the functionality to an input. I could see how reading files into this project could be useful to add to the items to study, but it is problematic that the writings that are inputted have to be in a certain format. By standardizing a format the project lacks the ability to add in text from outside sources. This would then mean I will have to dummy up my own outside text which seems a bit convoluted.