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Project 2

In this project, we learn about the application of structs in C++ and it can be utilized in a variety of C++ functions to provide a unique experience for the user. In addition, we also got a brief review of the extraction operator and arrays. Finally, we enhance our debugging skills in C++ with new concepts introduced in the project.

To start, I figure out that making each menu options listed in the project specification can be made into individual functions. This not only made the program more modular but also made the program easier to debug when I encounter a run-time error. In addition, the format of the project allows me to apply more common logics in daily life when programming in C++. Furthermore, I was able to learn the object-oriented concept in C++ through utilizing a variety of tools in C++. For instance, the array of structs. Once again, I learn that loop is an important feature when one wants to utilize array structures when the user is looking a variety of unique features.

Finally, I learn that stepping through the code line by line is one of the best to debug the program in order to see where the program went wrong. Additionally, I figure out that I had to very specific in my program with comments in order debug several modules at once. Personally, I think that the debugging skills that I learn from this project is more valuable than the actual concepts I learn. One of the main problems I had with this project is the ability to start early. Being proactive in projects is not only a academic requirement, but also a requirement in modern computer science industry in which project specifications are not so straightforward. However, I personally hypothesize that the process of utilizing the concepts we learn to plan, write, and debug the code would be virtually the same.