

I had mixed feelings going into Program one. Reading the directions, I felt like it was long, but do able. I had never used so many files before in a program. I felt as though CSC 1300 prepared me pretty well for this program. I understand pointers, classes, and files pretty well. The only thing that really took some thinking was c-strings. I understood how to use a normal c-string, but I wasn't sure how to use a pointer to a c-string. It felt like a very convoluted idea to have to create a temporary variable, read in some input, dynamically create a variable using that input, and then copy one c-string to another. I'm not even sure I did it the most efficient way possible either. Starting out the semester, I had an outside job from the summer that gave me zero time to start on this program, so once I got to quit that job, I was free to start. This late start stressed me out, I would have normally finished writing my program a week before the due date so I would have a lot of time to debug and finalize things. This time, I'm finishing the day before. It felt horrible. Next time, I'll get a much earlier start. As far as writing the program, I had a pretty great first go at things. In hindsight, all my code was well written from the start minus one thing. Upon compiling every file and trying to run the driver for the first time, I realized that I was not reading in or assigning my c-strings in a way that was functional. My program would just crash whenever I tried to make a new videogame object. I did some googling and found a way that would allow me to properly create my text objects, which enabled me to actually properly run my program. As soon as I could run all my functions, I took my time to fix the spacing and spelling.

I am confident that my code works properly. It compiles and runs well with the sample output. I am not very confident that I don't have any memory leaks. I had to dynamically allocate many temporary variables this time, and I fear I did not release all of them correctly.