Debugging Report

in the class Student:

I change the type of vector (name, USF\_ID, email) from int to char.

Before main:

Declare all of the functions before main function.

In main function:

1. Change “Main” to “main”
2. Declare variables datafile, option as string. Initial variable fileOpened as bool.
3. Initial variable “next” as a bool and equal to ture
4. In else, add break
5. Initial nameList as vector<int>
6. In the switch: add break after each cases
7. Case 1: replace function addStudent(studentData) to printAllStudents(studentData)
8. Case 5: change the function printAllStudents(studentData) to addStudent(studentData)

In the function void StudentUpdateMain(int index, vector<Student> &studentVector):

1. Add symbol & before studentVector, pass by reference, otherwise the value will not change by call this function.
2. Add break in while loop
3. In switch, delete symbol &, and add break after each cases
4. Add symbol } at the end of the while loop

In the function bool fileGradeCheck(string dataInfo, int &gradeUpdate):

1. Add symbol & before gradeUpdate, pass by refderence
2. Delete variable bool bad, unreferenced local variable

In the function vector<Student> readDataFile(string filename, bool opened):

1. change type of function to vector<Student>
2. in the if condition: change !dataFile.is\_open to !dataFile.is\_open()
3. change false = opened to opened = false
4. change change dataFile.good to dataFile.good()

In the function void writeToFile(string filename, vector<Student> studentData)

1. declare a variable “i” outside of the loop

in the function void updateAGradeType(string type, vector<Student> &studentVector)

1. add symbol & when declare the function, pass by reference
2. declare a variable outside of loop
3. add {} for a for loop
4. add {} for if statement

In the function bool deleteStudent(int index, vector<Student> &studentVector):

1. add symbol & when declare this function, pass by reference
2. add “return false” in if statement
3. add “return true” in else statement

In the function void addStudent(vector<Student> &studentVector):

1. add symbol &, pass by reference
2. add {} for a is statement

In the function void updateInfo(string type, int index, vector<Student> &studentVector):

1. add symbol & when declare the function, pass by reference
2. add {} for a if statement

In the function void printAllStudents(vector<Student> studentData):

1. in the for loop, change <= to <, out of the loop
2. delete +48 in the print statement

Since this team initial grades as NULL, they have to add “+48” when print the grade. If the grades (i.e. Presentation Grade, Essay Grade, Project Grade) have no value, it will display 45.