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Documentation Project 2

The purpose of this project was to get practice using structures, pointers, file i/o, and functions in the c++ programming language. The function of this program is to take an input file provided by the user. The program should then read that file and save the info saved in the file to a structure. For this task, I had a function that would open the file the user provided and then I used a loop to store all of the info in a structure. For this, I needed an array of structures to hold the 5 rental cars that would be stored into the structure.

I designed this program by first learning how to implement a structure. I named the structure RentalCar and I found out that the structure should be declared before the main. Something different about structs is that on the last bracket when it is declared, it seems to need a semicolon after it. I then went on to make the menu in a separate function then implemented switch statements for the users command. I had each separate task of the menu in a separate function just for neatness and readabilities sake.

Some things I could change would be to add in borders to the program when it prints out the output. This could make the terminal output look nicer. A way this program could be improved would be to use dynamic memory allocation when entering the structures. This would allow the program to allow more than just 5 rental cars from a file and expand it to a larger number. This would make the program more realistic as using 5 cars only works for this project. To make it more practical would be to allow an x number of cars to expand the capabilities of the program.