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Documentation Project 3

The purpose of this project was to get familiar with using classes and implementing them alongside structures. For this project, I implemented many functions in order to make the code more neat and concise. To begin, I wrote pseudo code of the things I did not know how to do. For example, I did not know how to use classes prior but I wrote what the class should do according to the rubric then I found ways to code it. I first like to build a structure of what my code will look like. With this, I made two header files for the cars and the agency. I then made a cpp file to write the class functions that belong in public.

A challenge I had was using the pointers and the -> to represent certain elements of the class. Using pointers instead of bracket indexing also increased the difficulty of this project. Another challenging component was putting the zipcode into an int array without directly using file io. For this I made a pointer function that pointed to the zipcode element in the class. I traversed the array in a loop until I got to index 4. I used the modular sign to cut the last digit off then I continued to divide by 10. I made the pointer go backwards since I traversed to index 4 before doing anything else.

I learned a lot from this project and learned how to use classes. One interesting thing a class can do is when you call an object for the first time, you can give it a parametrized constructor. I used this in my car building function then I returned that object to another function. Class objects can be set to another which is a feature that can save a lot of time. What I want to learn next is how to make a makefile and how it works.