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Documentation Project 4

This project was the most difficult for me and took the most time out of the four so far. I started early but did not feel prepared enough so I went over the material again until I fully understood the concepts. This helped to clarify on the things that I was struggling with. The first time working on the project, I nearly completed it but it was sloppy so I deleted it and started over. The second time around, my code was a lot more clear and made more sense than my original attempt.

For this project, I wrote pseudocode for each cpp file so I could blueprint what needed to be done in each file. This was key for me because this project was so large and it needed to be simplified this way.

The purpose of this project was to use three classes to read in data from an input file. The menu also had a few purposes that needed to implemented. All the data from each car needed to be printed. I did this by using operator overload with a friend class in the car class. This allowed me to print out each car at every iteration in my for loop. Another purpose of the menu was to count the amount of sensors that were in the entire fleet. I implemented this by having static variables that would increment every time the gps, radar, lidar, or camera sensor were passed into my setType() function. Another purpose was to find the most expensive car and print which car it was. The program then should ask the user for their name and if they wanted to rent it. If the car was not available I had my program say that the car was not available.

Through this project, I now have a more clear understanding of the purpose of operator overloading.