Kennedy Anukam

Professor Papachristos

CS 202

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Project 9 Documentation

Purpose:

The purpose of this project was to implement queues with a node based implementation and also with an array based implementation. I found the array based implementation to be more useful as it does not require any dynamic allocation and uses data on the stack. With this in mind, I knew that the destructor for the array based implementation would not need to delete any data and neither would the clear function as there would be nothing to delete. The user may believe that things get cleared, but the programmer knows that things are just changed internally to reflect it being cleared or deleted.

Challenges:

I did not have any challenges with this project as it was similar to the last project. For the Node based implementation, the difference was nodes can only be added to the back and the front. I have learned further that drawing pictures of what you want to happen with the data helps immensely. Many people may get lost simply by not understanding how the processes are working, but my goal for every single project is to understand to a full extent everything that I am programming.

Design:

For all my projects, I go through the same design process every time. I target what needs to be done first and then I write pseudo-code and brief explanations of how each aspect should actually work. This helps me to not get overwhelmed by the length of these projects and dissecting it makes the specifications much easier