Kobe Maristela

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Project 2 Documentation

The main purpose of this program is to test my ability to create structures with arrays as well as work with pointers to solve a problem. Additionally, its also to review my knowledge on previously taught concepts. In this project, I designed a program that would rent out cars. The program reads from a file of cars and stores it in a structure of array. Afterwards, the user is then able to sort the cars’ order as well as get a estimate of the available cars for sale. Finally, the user can select to rent out a car, in which its availability would change to sold.

In this program, I ran to problems mainly involving structures. I first did not know how to pass a structure into a function as well as how to input data from a file into the structure. However, I later solved those problems with a couple of searches and examples on how to solve them.

Overall, the project was straightforward in what it asked for, and additionally, if I was given more time I would create a number index correlating the cars to the index number printed on its side, which would greatly help the selecting portion in which you have to toggle between the different menus provided.