Kobe Maristela

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Project 3 Documentation

The main purpose of this program is to test my ability to create and use pointers as well as use classes within my project. Additionally, its also to review my knowledge on previously taught concepts. In this project, I designed a program that would store a list of agencies in a structure, which had inside of it a class object of cars. The program read from a file of cars and agencies stores it in a structure that contained car objects. Afterwards, the user is then able to print, estimate the price, as well as find the most expensive car from the list. Finally, the user can select to print out what cars available to an output file.

In this program, I ran to problems mainly involving pointers and classes. My biggest problem was involving pointers and passing them into different functions. Also, I most often forgot to reset counters for pointers whereas it was not a problem with going through an array. Additionally, calling functions from another class was also a problem, however, it was an easy fix compared to the pointer problems.

Overall, the project was straightforward in what it asked for, and additionally, if I was given more time I would create a different class for just the structure (RentalAgency). However, overall aside from the pointer challenge the project was an mediocre concept to learn.