CE 222 - Imaginary Disc Collection Use Guide - Max Krauss - Assignment #1

For A1, I created a custom class called Disc that allowed users to create an imaginary disc collection and store said collection in a .txt file. The user may enter as many discs as they want. The public members inside said class included the disc’s name, manufacturer, plastic type, and flight numbers. The private member is the price, which the user cannot change. All discs in the collection are stored in a vector called disc\_collection. A public method called get\_flightnumbers was created but not utilized. Another public method called get\_price prints the disc price once entered. Every disc is $20 just to keep it simple.

All discs in disc golf are characterized by flight numbers. A disc’s flight numbers represent the true characteristics of the disc as it flies through the air. There are 4 flight numbers. Speed represents how hard the disc must be thrown to achieve its full flight. Glide is representative of how long the disc can stay (or glide) in the air. Turn means how much the disc turns right when first released. Finally fade dictates how hard the disc turns to the left at the end of its flight.

