Michael Dorado

CS 202

Lab 4

Project 3 Write up

This project was basically a re-write of the previous project using classes, the practical set up of classes took me the longest to figure out, then learning the syntax to mess with them and manipulate them. But after that the usefulness and organization of classes became very easy to work with. The project said I should use indexing for some parts and pointer arithmetic for other, but this seems like bad code writing, to change style mid-way through your code, the whole point of classes is data hiding and organization. So, I wrote everything in pointer arithmetic. Writing out to the file gave me trouble as I wanted the prompt for the file name to be included in the function and not in the switch statement, but when trying to do so the compiler would freak out, so I ended up putting the prompt into the beginning of case 3. Sorting by price gave me the most trouble, pointer logic is still hard for me to grasp fully, but after simplifying it down I was able to nest a function inside of a function, which was a large struggle for me on the last project. Writing this I now realize why I needed to declare the pointer to the inventory in the for loops, because it didn’t know which array pointer to look at, so I needed to keep setting it to the correct array. If I had more time I would have liked to do more with the most expensive car function.