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CS 302

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Journal for PA03

The thing that worked well was that we had most of the functionality from the template vector to use in the priority queue. Most of the functionality really helped in the implementation of the priortiy queue.

Something that didn't work well was that we didn't have all the functions needed from the template vector. There would be some good functions that we could've used that would make things simpler when implementing the priority queue. Another thing was that it was a little confusing to think about the size and rear when the capacity was decreased or increased, but that was more of just a logical problem, not a code problem.

The thing I needed help on was the enqueue function. It was hard to figure out how I would compare the priorities without a comparator function. Also, shifting over the elements was also hard to think about in this functionality as well.

I learned that a priority queue would be useful for a compiler, like described in the project specifications. I can see how something would need to be ran before other things such as an OS over a software program. With the higher priority, the faster it will get out of the queue and I thought that was a cool part of this data structure.