

PERAGO

Firstly, this was by far the hardest assessment I have gotten.

Every time I feel like I have nailed a solution It doesn't work as expected, but each solution brought me closer to the final solution.

I learned a lot through attempting this solution.

I now have a very Moderate understanding of Dynamic programming and data structures.

I tried using it in this solution and came really close, but close isn't good enough.

I used a single thread, functional, but expensive solution I created.
[Disclaimer]: it might probably fail some tests.

Questions:

1. I didn't use Visual Studio, I had trouble installing it onto my Mac M1.
Are you willing to run my program using a linux subsystem terminal if you are using windows?
2. I made use of some c++11 features. Is that an issue for you?
3. I did not create a makefile to compile the code. Are you okay with using clang++ or g++ to compile the code in the commandline?
4. I noticed that you didn't use the "this" keyword in your classes. May I ask why?
5. I also noticed that you didn't have and safeguards for the menu inputs. Why was that?
6. I really liked the way you used binding to map functions in a dictionary. Who decided to use that algorithm for this code?
7. Why don't you guys use Linux?
8. I find that I've got less control over what enters and exits my program when using frameworks or generators in Visual Studio IDE. How do you feel about that?
9. Your code was very organised but did not account for unexpected inputs. Was that intentional?
10. Were you expecting me to use dynamic memory allocation?
11. There are so many ways I feel I could have organised my solution to this program but I created very messy and disorganised one. I even strayed from the convention here and there. How strict are you with sticking to the convention 100%?