Assignment 6 (group part)

Brian Pelowski
Carlos Carrillo
Joshua Barton
Robert Navarro
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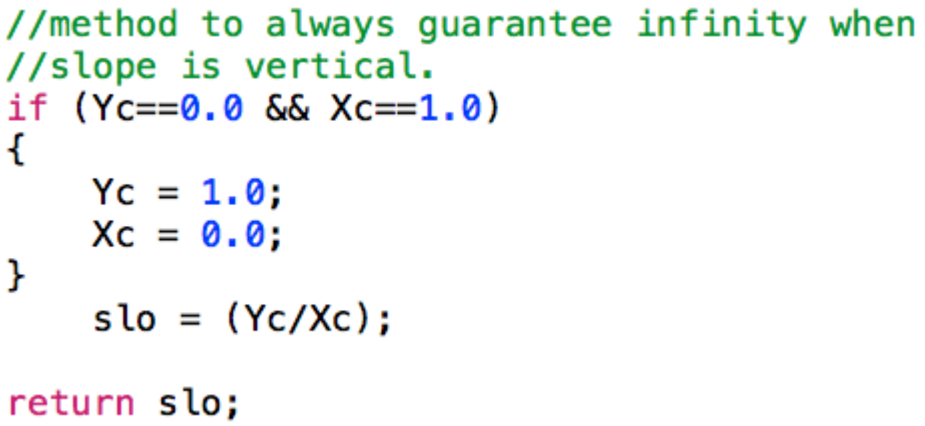
Assignment used: For this assignment everyone upload their files so that they could be reviewed by the rest of the group. After reviewing and discussing the submission we decided that **Carlos Carrillo** had the best overall submission. Our reasons for choosing this submission follow.

Advantages we think the program has over the others:

1. The chosen project was the most elegant and succinct. The program was to the point, direct, and had descriptive commentary. we liked that he walked through the steps logically, and we were able to follow along. It appears that he constructed a flow-chart because of the way his program is laid out so nicely, especially with the header files.

2. The comments in the code are excellent. It would be very easy for someone to pick up this code and figure it out from the comments.

3. The code itself is clear and concise. There doesn't appear to be any extra code except for one part in which the programmer tried to ensure guarantee infinity when slope is vertical.



```
//method to always guarantee infinity when
//slope is vertical.
if (Yc==0.0 && Xc==1.0)
{
    Yc = 1.0;
    Xc = 0.0;
}
    slo = (Yc/Xc);

return slo;
```

4. Mostly, the program followed all the parameters requested by the assignment.

5. The structure was easy to read due to the indenting and adherence to the practice of good layout and placement of similar pieces of code.

Improvements we think could be made to the program:

1. The infinity section in the slope method was not necessary since the assignment did not call for us to account for this, so in the case of this assignment I would leave it out. However, we do recall a discussion about returning infinity and that this should happen if the division of two doubles with the value of zero are divided.

2. It is not necessary to include "#include <cmath>" in any files except for Point.cpp.

3. The use of the = operator in the default constructor to initializes each field to 0.0 may not be correct. Instead of a default constructor like this:

   ```
   Point::Point()
   {
      xCoord=0.0;
      yCoord=0.0; }
   ```

   A set method could have been used:

   ```
   Point::Point()
   {
      setXCoord(0.0);
      setYCoord(0.0); }
   ```

4. We believe that the variable descriptors could have been more well thought out than yC, etc. We understand that they are only being used in the method, but for readability, maybe a more descriptive name for the variables, especially when working on a group project that would involve many sets of eyes.