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Project 2

This program was designed to first and foremost give the user a menu. The next recommended step is to import a file containing a list of rental cars, with info such as year, make, model, price per day, and whether it is available or not. Once imported, the user can print out what was in the file to the screen, with indexes of the cars. They also have options to save those names to a specified output file. The more important options pertain to sorting the list by price, listing available cars with total cost for a specified number of days, and total cost for a specific car and amount of days, if it is available.

This program was primarily based around the usage of functions. It shows, as the main function was barebones. Consisting of simply a switch statement within a do-while loop, everything that happened was thanks to function calls. In laying out the function, the first things that were written were all the function declarations, the switch statement, and to an extent, the definitions.

For the first time compiling, there were minimal errors, which was nice to see. Some of the problems stemmed from parameters of functions, which were a simple fix. Other things were simple too, like a semicolon out of place or variables called before their declaration after. Another quirk is how pointers work in C compare to C++, but after fiddling with them a bit, they worked fine. Other issues came from formatting, but sprinkling some end line statements throughout the functions and printouts solved that problem, and made the program look nice.

If changes needed to be made, they would likely be with minor issues. For example, how would one deal with printing out an array of structs that has no data? Or a menu option that wasn’t a number? These programs assume the user will follow the specifications exactly and make no human error, which isn’t entirely unreasonable, but for a real world application, a lot more handling for that type of situation would need to be implemented.