Niklas Roberts  
Peter Tucker

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Individual Summary

From class I used the in-class examples of Person objects and Engineer objects to model my own project and inheritance. I used the ideas we covered about object-oriented design, inheritance, polymorphism, vectors, pointers, and overloaded operators. I was able to learn a lot more about inheritance and how I can manipulate constructors to make my life much easier. I was also able to learn a lot more about polymorphism, and how to properly implement a virtual function. The thing that surprised me the most about this project was how seamlessly it all fit together. I was expecting to have a lot of problems with creating the classes and getting them to function properly, but I was pleasantly surprised to be able to create so many different classes with little struggle. What I would do differently is I would have changed how I used file input/output. I would make it easier and more of a central part of my project, rather than just using it as the “debit cards”. If I were to make a second version, I would expand further into the project, adding additional functionality and user options like the ability to have do different things rather than just buy stuff at a vending machine with their card.