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**HW#1 Report**

As a Programming rule, you always want to keep attributes of classes private, and use get methods if you need to access them. All of my attributes in this project is private. I tried to use references when I need to pass objects to the functions. I made all constructors public as they should be. In, CivilRegistry class, I have made insertCitizen and removeCitizen functions public since they must be used when you read data from file, but I have made wApp and wOutApp lists private. removeCitizen function returns the name of the Citizen that is served and deletes it from the list. In Citizen class, there are 4 getters, 1 constructor and 1 destructor which are all public. All of the getters are constant because none of the data should be change in these functions, so constant objects can also use these functions. In Time class, there are 1 getter, 1 constructor, 3 operator overload. All of the operator overload functions take constant data, and getter function is constant. All of these functions are public.