**Instructor’s Solution for Project #1**

Purpose:

This project implements the requirements of Project #1. It is essentially a completion of a small starter given to the class.

1. This project demonstrates several of the design ideas discussed in class:
   1. Single Responsibility Principle
   2. Right-to-left design
   3. Encapsulation
   4. Use of packages to “Divide and Conquer”
   5. Handling fairly complex communication between packages
2. It also demonstrates many features of the C++ language and its libraries:
   1. Use of STL containers and iterators
   2. Use of alias constructs to make code more readable
   3. Constructor initializing sequences
   4. Classes and class relationships (no inheritance in this project)
3. Also, it demonstrates that carefully handling the user interface can consume a substantial part of the development effort.

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CSE687 – Object Oriented Design

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