# **Grade Calculator: PIC 10C Assignment 2**

## **Project description**

The purpose of this project is to us Qt to make a grade calculator with a user interface. For a full description, please see <a href="http://pic.ucla.edu/~rsalazar/pic10c/assignments/hw2/">http://pic.ucla.edu/~rsalazar/pic10c/assignments/hw2/</a>.

### **Notes**

### 1 Branching

The PIC10C\_Assignment2 confusingly has six branches (sorry)... Below is come clarification of what each of them does

- (1) **trial1**: This is my first attempt at the assignment. For some reason I thought that I would need to get all the information from the user, write it to file, then read from it to calculate. I eventually scraped this idea.
- (2) **experimental**: This is the testing branch for **trial1**
- (3) **QLineEdit\_tutorial**: I found a really good YouTube tutorial, so I made this branch so I can follow along without interfering with my assignment
- (4) **QFile\_tutorial**: Same as (3)
- (5) **XCode**: So I realized that instead of writing to file, I can just write some classes. I started this branch so I can start an Xcode project and wrote console-output code that I can then modify in Qt. The Xcode project does compile and runs without error.
- (6) **trial2**: My second attempt at the assignment

#### 2 An unfortunate confession

So, you might ask, how did a simple assignment turn out to be so complicated? Well, you see... I have just very belatedly realized that I had read the instructions wrong and thought that the user has to be able to customize courses and grading schemes and all that, hence all the complications. I think we may have to start a seventh branch...  $X_X$ 

## 3 third\_time\_is\_the\_charm

Annnnnnnd here is the new branch that is my third attempt at the assignment. **PLEASE GRADE THIS ONE!** The project name is **Assignment2**. Everything seems to be working! Hooray!!

\*Note: When I first tested the program, I put 100% in all of the slots but Scheme 2 turned out to be 99 instead of 100. I spent quite a bit of time debugging, but it turns out that the second grading scheme only adds up to 99%! Tricky!