Zahory Velazquez

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First assignment, yet I consider this the hardest assignment. I had been writing my assignments in python; therefore, I had to refresh my memory with C++ but learn at the same time. For instance, I had to learn how to use ostringstream and istringstream. No idea what they were, but from what I read, it’s just a way of dealing with Boolean values including binary (maybe ?) and converting them to or from string types. Honestly stepping away from C++ made me understand how C++ works a bit more. I was just comparing how it would work in python and then comparing it to C++ except I had be more specific. Now I understand why people say python is a good programming language for beginners.

One main issue I did go through is how to debug PA1. I never really figured it out. I was using Xcode and I had breakpoints set up, it would successfully build and print to the screen the cout statements, but not take me to the terminal. I also don’t use Xcode. This is the first time I’ve used it; I needed an IDE that would actually debug but even so, I couldn’t figure out how to debug through my executable. Therefore, all my code is not tested, it’s just code I pulled from my head and now I’m just hoping it works because there were no errors. I believe it will definitely not work because whose code works without debugging? Not mine for sure. I really relied on xcodes error’s highlighting. It would let me know if the data types were compatible or if a line will result in an error, but it’s not how I wanted to work. This is the exact reason why I prefer programming in python because I can easily debug through vscode. Finding a good IDE compatible for macs so that I can use C++ is honestly a lost cause. Visual Studio is available for macs but they don’t have C++ available yet. Microsoft is highly viewed but they really are a monopoly, so I’m not sure how I feel about that. Apple has its faults too. We need a new tech company to pave a new path.