Project 1A: CourseMember



Part A of Project1 is quite trivial, and it serves mostly as a review/baseline. So you should be able to complete this project "with your eyes closed" and if you are not don't despair but please seek help ASAP.

The purpose of part A is also to ensure that you can:

- 1. Handle separate compilation (compile with multiple files) using g++ (if you don't already know how to do that please refer to the Programming Rules document)
- 2. Submit to Gradescope without problems.

For this project you will write a **CourseMember** class.

It will be an abstraction for a person in this course. A CourseMember will **always** have a first name, last name and ID. All we can do with a CourseMember, for now, is retrieve that information. I give you the interface, you implement it.

Testing:

You must always test your implementation **INCREMENTALLY**!!!

The following discussion will make more sense when our projects become more involved, but you should always implement and test incrementally.

What does this mean?

- Implement one function/method and test it thoroughly (multiple test cases + edge cases if applicable)
- Implement the next function/method and test it ...
- ...

How do you do this?

Write your own main () function to test your classes. Start from the constructor(s), then move on to the other functions. Choose the order in which you implement your methods so that you can test incrementally (i.e. implement mutator functions before accessor functions). Sometimes functions depend on one another. If you need to use a function you have not yet implemented, you can use **stubs:** a dummy implementation that always returns a single value for testing (don't forget to go back and implement the stub!!!)

Submission:

For this project you will submit CourseMember.cpp only (1 file).

You can find the interface (CourseMember.hpp)on blackboard under CourseMaterials/Project1.

Your project must be submitted on Gradescope. The due date is Tuesday February 5 by 6pm. No late submissions will be accepted.

Have Fun!!!!!

