README FILE

Programming Assignment 1 Part 3

UIN: 928009312

Xu

Provide a short description for the solution or pseudocode for the assignment questions.

First Name:

Rong

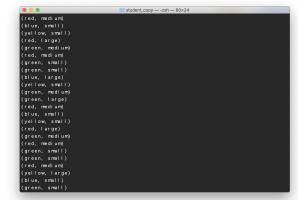
sort, Selection sort, and Insertion sort.

Last Name:

Section N	umber:	511	User Name:	Abby-xu	E-mail address:	rongx0915@tamu.edu
State the	Aggie Hor	nor stat	ement:			
I certify that I have listed all the sources that I used to develop the solutions and code to the submitted work.						
	On my honor as an Aggie, I have neither given nor received any unauthorized help on this academic work.					
Your	Name	Ro	ong Xu		Date	
List any resources used such as webpages (provide URL). Do not mention the textbook and discussions with the Instructor, TA, or Peer Teachers.						
People						
Web pages (provide URL)						
Printed material						
Other Sources						
					are turning in. For short explanation.	or example, if you know your
none, everthing works good.						

This program is used to store different collections of the stress balls and jeans with different colors and sizes. The folder includes three class files which are Stress ball, Jeans, and Colloction, and two test files for testing the class functions. In the collection file, we use the array data type to strore the objects, since we have different objects from the part two. We used the template this time for suit with both Stress ball and Jean. It makes collection, insert and delete the object, and sort the items by selected from the sorting list: Bubble

Provide screenshots of two test cases (from Computer Science Linux machine) and show how you compiled the program (Ex: Command Line and IDE).



(15 points) Write about generic programming using templates based on assignment part 3.

We often use the template when there are different type of data. For example, in this case, we have two different type of objects which are Stress ball and Jeans, they are created based on similar mode(both of them have the size and color, however, the colors and sizes they have are different) by using the class. So when we need to implement the class collection which is supposed to collect the different collection of stress ball or jeans, we used the template, so Obj which means object is used for declare the item is whether Jeans or Stress ball. Then F1 is used for de claring the color and F2 is used for declaring the size the item has. On the other hand, we also define the aliases in order to not to used long class name, which are "using CollectionJN = Collection<Jeans, Jeans_colors, Jeans_sizes>;" and "using CollectionSB = Collection<Stress ball, Stress ball colors, Stress ball sizes>;".

Your Name (signature) Rong Xu Date 2020/09/24