# Article information:

CS150-Fall23/lab11-13-rwood24: lab11-13-rwood24 created by GitHub Classroom
<https://github.com/CS150-Fall23/lab11-13-rwood24>

# Article summary:

1. The focus of this lab assignment is to create a Card class in C++ that represents a playing card.

2. The Card class will have member functions to set and get the card's value, as well as print the card's value.

3. The lab also includes creating two additional files, implementing the Card class in card.cpp, and testing the Card class in main.cpp.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article titled "CS150-Fall23/lab11-13-rwood24: lab11-13-rwood24 created by GitHub Classroom" provides instructions for a lab assignment on creating a Card class in C++. The article outlines the objectives of the lab and provides step-by-step instructions for implementing the Card class.

Overall, the content of the article appears to be informative and instructional. It provides clear guidance on how to create the Card class and includes code snippets and explanations for each step. The article also includes acknowledgements to indicate that the content is based on information from other sources.

However, there are a few potential biases and missing points of consideration in the article. Firstly, there is no mention of any potential limitations or challenges that may arise during the implementation of the Card class. This could give readers an incomplete understanding of what to expect when working on this lab assignment.

Additionally, there is no discussion or exploration of alternative approaches or design choices for implementing the Card class. This could limit students' creativity and problem-solving skills by providing them with only one solution.

Furthermore, there is no mention of any potential risks or considerations related to using global constant variables in the implementation. Global variables can introduce issues such as namespace pollution and difficulty in debugging, so it would be beneficial to address these concerns.

In terms of promotional content or partiality, there doesn't appear to be any evident bias or promotion present in the article. It seems to provide objective instructions for completing the lab assignment.

In conclusion, while the article provides clear instructions for implementing a Card class in C++, it lacks discussion on potential limitations, alternative approaches, and risks associated with certain design choices. Addressing these areas would enhance students' understanding and problem-solving skills.

# Topics for further research:

* Limitations of implementing a Card class in C++
* Alternative approaches for creating a Card class in C++
* Risks of using global constant variables in C++
* Best practices for implementing a Card class in C++
* Common challenges in creating a Card class in C++
* Design considerations for a Card class in C++

# Report location:

<https://www.fullpicture.app/item/253bf9a5c1f59879f4034fd833404bd7>