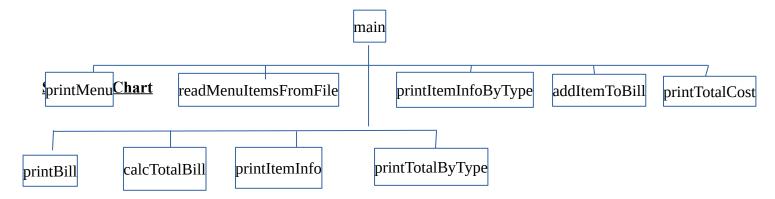
CSC 250 - Program Design Document



<u>Function Design</u> (give the prototype and a short description for each function) struct Bill {float total; float tax; float tip;};

```
int printMenu(const string[], int, string &); // prints the int sized string array to the
^\prime/screen, stores user input in the string, and returns 0	o string, 1	o int, -1	o invalid
//input
int readMenuItemsFromFile(MenuItem []); //reads the menuItems from the file taco_menu.txt
//and stores them in the given array
void printItemInfoByType(MenuItem [], ItemType); // menu option 1 - prints the item info
//of all the items matching the given itemtype
void printItemInfo(MenuItem); // prints the info of the given menuitem
void addItemToBill(MenuItem[], vector<MenuItem>, int); // add the menuItem at the given
index
             //to the given position in the bill (menu,bill,index)
             // also increments cumultiveSales of menuItems
void searchItems(MenuItem[], MenuItem[], string);//searches the first array for the given
string and fills the second array with the results
void printTotalCost(MenuItem[]); // prints the total cost of the items in the array
void printBill(MenuItem[], vector<MenuItem>); // finalizes the sale, prints the bill and
clears all selections
void printTotalByType(MenuItem[], ItemType); // calculates the total cumulative sales of
//the given item type
void calcTotalBill(MenuItem[], Bill &); // calculates the total cost and tax/tip of items
//in the array and fill the Bill with it
```

Time Estimate

	Estimated Time	Actual Time
Program Design	<u>20</u>	

(list each function name and the		
time required to code each)		
<u>printMenu</u>	<u>5</u>	
<u>readMenuItemsFromFile</u>	<u>10</u>	
<u>printItemInfoByType</u>	10	
<u>printItemInfo</u>	<u>5</u>	
<u>addItemToBill</u>	<u>5</u>	
<u>searchItems</u>	10	
<u>printTotalCost</u>	<u>5</u>	
<u>printBill</u>	<u>15</u>	
<u>printTotalByType</u>	<u>10</u>	
<u>calcTotalBill</u>	<u>5</u>	
Program Test	<u>15</u>	
Total Time	<u>115</u>	