SetCurrentValue(int)

c++

Void GameEngine::SetCurrentValue(int val);

Member function to check if the input parameter val is within acceptable input range (1-9), and sets val to currentValue if it is within range

Parameters

**int val**

An integer that holds the value entered by the user to be stored in currentValue

Returns

void

Exception

IncorrectValException

The value of val is less than 1 or greater than 9