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arrayIntro Design

#SIZE 1000

main{

int flag = 0, eSize = 0, choice;

float numArray;

do{ displayMenu

choice = getChoice

switch choice – menu

1. Add value to array
2. Display sum of values in array
3. Display average of values in array
4. Display all values in array
5. Quit

}while user DOESN’T choose to quit

}

Float calcAverage(array, eSize){

sum = calcSum

average = sum / eSize

return average}

Float calcSum{array, eSize){

For(i = 0, I < eSize, i++){

Sum = sum + array[i]}

Return sum}

void displayAll(array eSize){

Use for loop to print all values in array

Print(i+1. Array[i])}

Void displayAverage(array, esize, flag){

Check flag. If flag is 0 then RETURN

Average = calcAverage

Print(Average)}

Void displayMenu{

Series of printf to display all menu choices}

Void displaySum(array, esize, flag){

Check flag, if flag is 0 RETURN

Sum = calcSum()

Print(sum)}

Int enterNumber(a[], eSize){

Check for room in array, (if eSize >= SIZE)

Print(enter a number)

Scan(&number)

Return number}

Int getChoice { //gets menu option from user

Print(prompt user)

Scan(&choice)

Return choice}