Jonathan De La Cruz

functionMenu design

main{

int choice (menu choice), flag

int sum; - stores result of menu choice 3 for use in 4

do{

switch choice – menu

1. Display name
2. Display name x times
3. 2 numbers and add them
4. Square result of above (3)
5. Quit

} while user DOESN’T choose to quit

}

-------------------

int addNumbers{

prompt user for 2 numbers using getNumber()

(use generic getNumber function)

add them, store in sum

print(Sum)

tripFlag() – trips flag variable in main

return sum to main}//end

void displayMenu{

prints menu using print statements}//end

void displayName{

prompts user for name

scan into char name[] (With spaces)

prints(name)}//end

int getNumber(char message[]){

int result

print(message)

scanf(&result)

return result}//end

void nameXTimes{

int I, times;

char name[]

prompt for name

scan into name[]

getnumber(“Please enter number of times to print”)

store user input into times

Loop (times) times

Print(name)

}//end

void squareThree(int sum, int flag){

int square;

if flag == 0

prompt user to do choice 3 first

else

square = sum \* sum

print(square)

}//end

Int tripFlag{

Return 1;}//end