**Documentation**

# Team: RappelAbstraction

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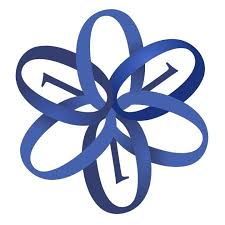
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Educational Institution

Vocational High School of Computer Programming and Innovations



Selected programming technologies:

C++

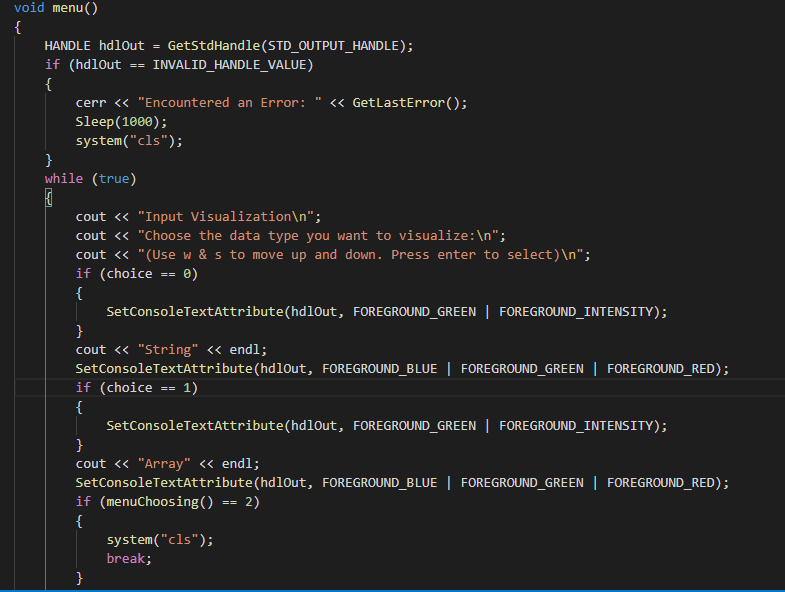
Description of C++ functions:

**Function name**: Menu

**value type**: void

**Arguments**: none

**Purpose**: Displays the game menu.

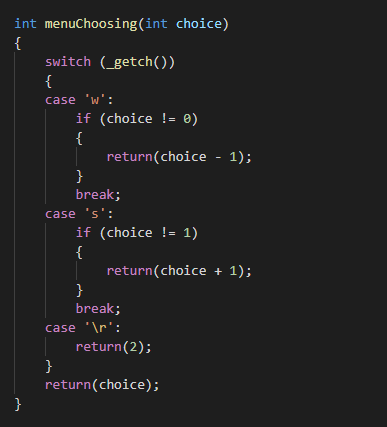


**Function name**: menuChoosing

**value type**: int

**Arguments**: choice

**Purpose**: Memorises user input and changes colours of selected option.

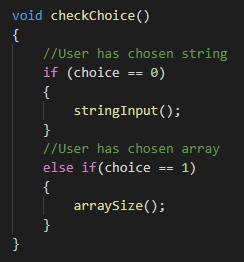


**Function name**: checkChoice

**value type**: void

**Arguments**: none

**Purpose**: Receives input from user.

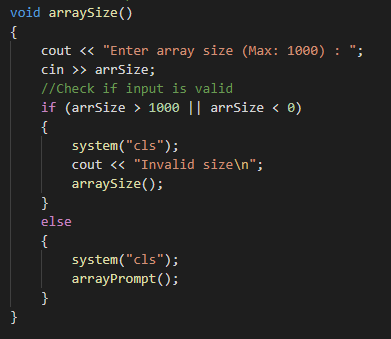


**Function name**: arraySize

**value type**: void

**Arguments**: none

**Purpose**: Receives input from user about the length of the array.

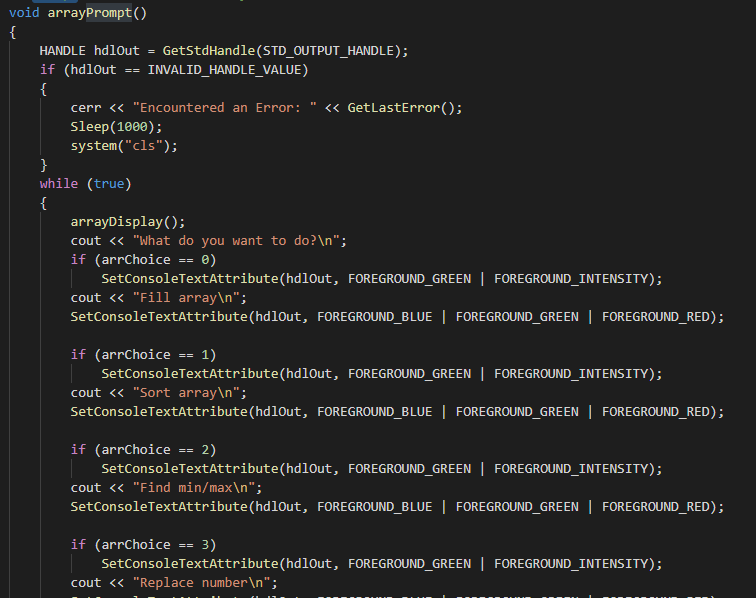


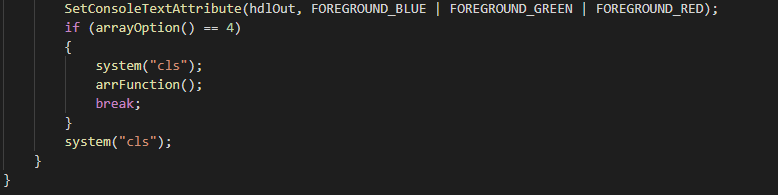
**Function name**: arrayPrompt

**value type**: void

**Arguments**: none

**Purpose**: Displays menu and allows to switch colours.



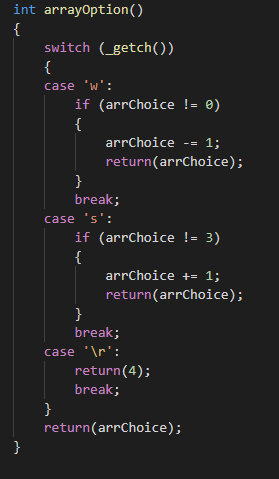


**Function name**: arrayOption

**value type**: int

**Arguments**: none

**Purpose**: Gathers user input and switches colours of the made choices.

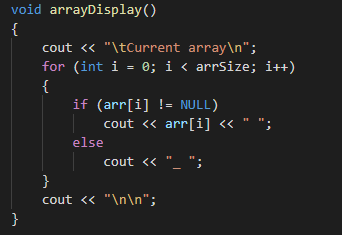


**Function name**: arrayDisplay

**value type**: void

**Arguments**: none

**Purpose**: Displays the current state of the array.

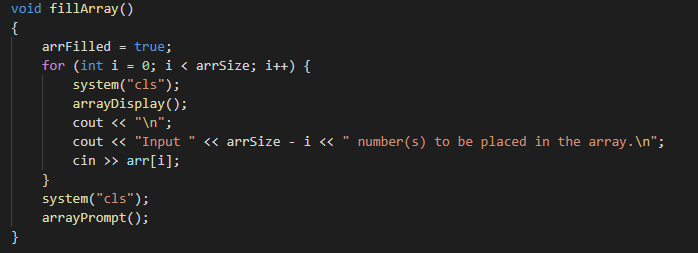


**Function name**: fillArray

**value type**: void

**Arguments**: none

**Purpose**: Gathers input from user and places it at the appropriate places in the array.

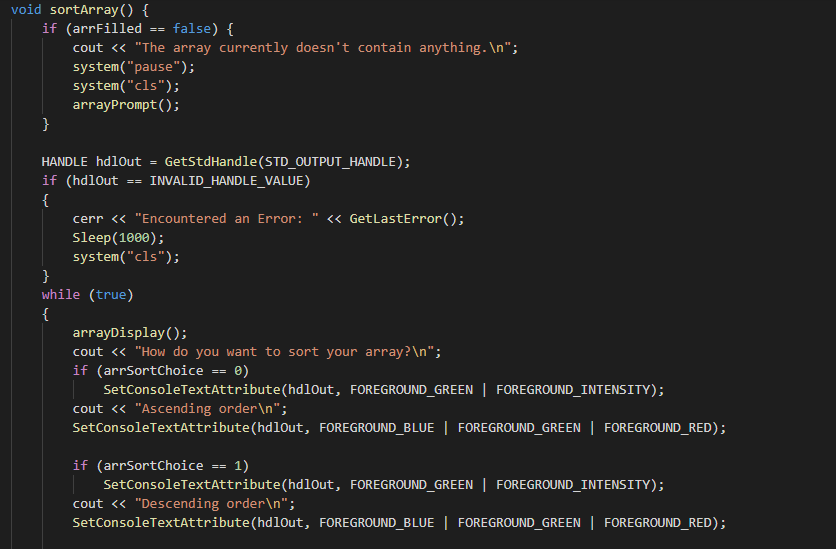


**Function name**: sortArray

**value type**: void

**Arguments**: none

**Purpose**: Displays the menu and is able to alternate colours.

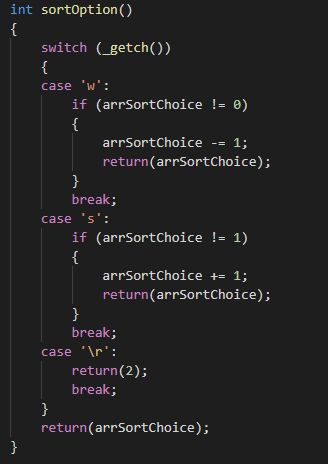


**Function name**: sortOption

**value type**: int

**Arguments**: none

**Purpose:** Controls colour changes and extracts user input.

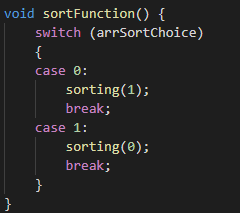


**Function name**: sortFunction

**value type**: void

**Arguments**: none

**Purpose**: Analyses the user’s input.

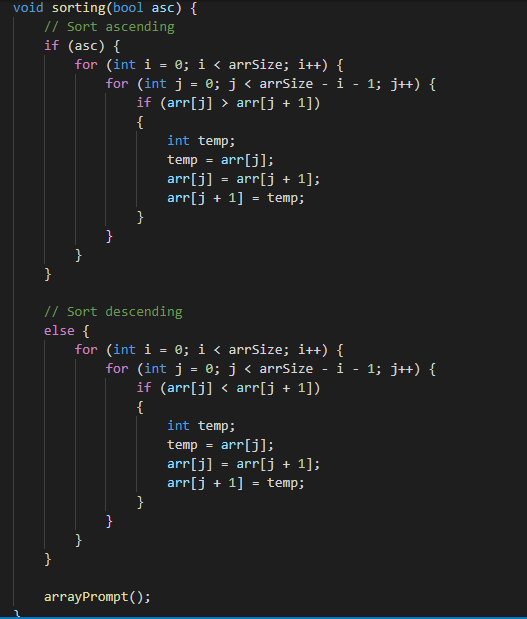


**Function name**: sorting

**value type**: void

**Arguments**: asc

**Purpose**: Places the array in an ascending or a descending order, depending on user input.

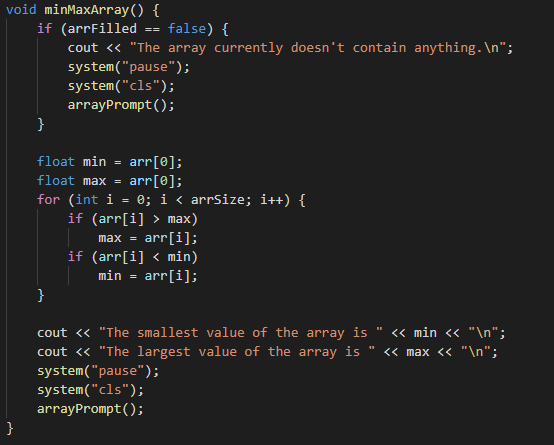


**Function name**: minMaxArray

**value type**: void

**Arguments**: none

**Purpose**: Identifies the biggest and smallest elements of the array.



**Function name**: replaceIntArray

**value type**: void

**Arguments**: none

**Purpose**: Replaces one of the already existing elements of the array, with a given user input.

