**RappelAbstraction**

Documentation

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# Team members:

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Programming technologies of choice

C++

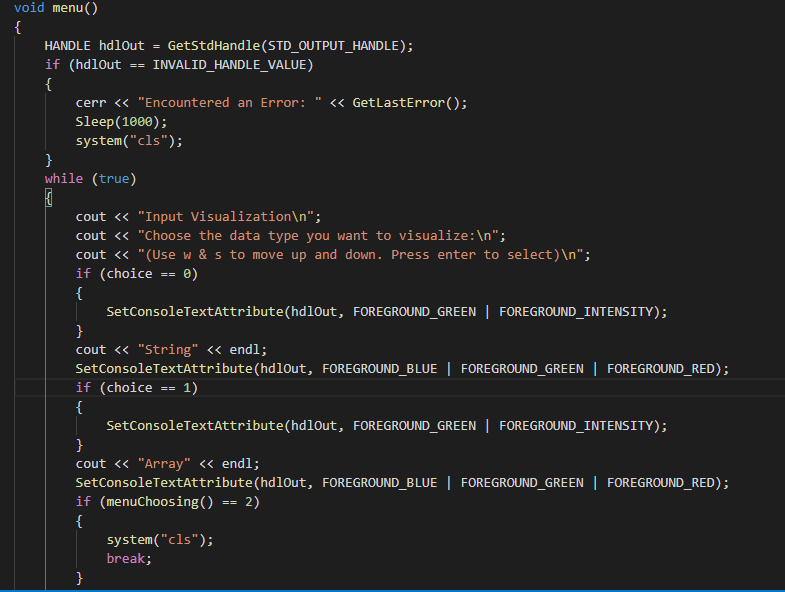
# Description of C++ functions:

**Function name**: Menu

**value type**: void

**Arguments**: none

**Purpose**: Displays the game menu.

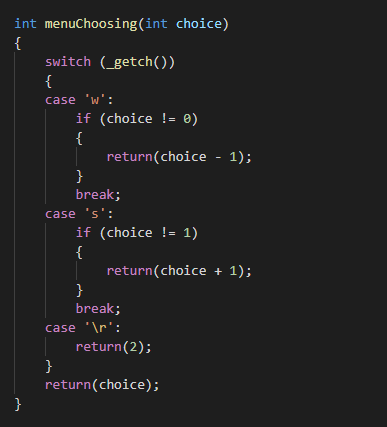


**Function name**: menuChoosing

**value type**: int

**Arguments**: choice

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

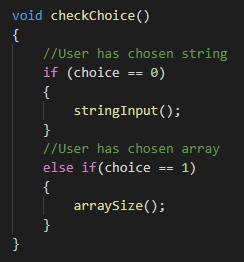


**Function name**: checkChoice

**value type**: void

**Arguments**: none

**Purpose**: Receives input from user.

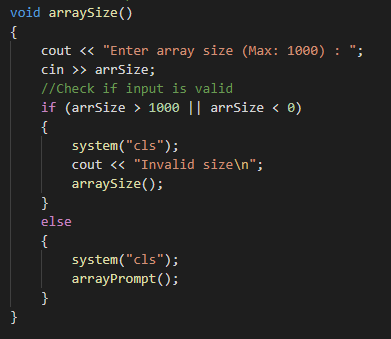


**Function name**: arraySize

**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.

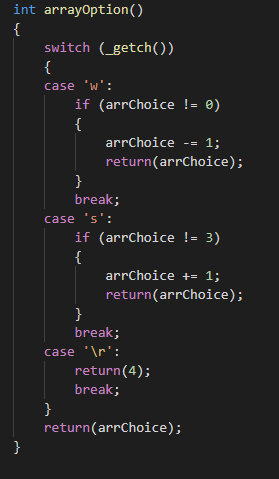


**Function name**: arrayOption

**value type**: int

**Arguments**: none

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

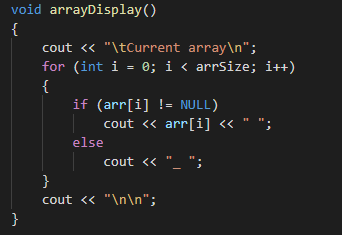


**Function name**: arrayDisplay

**value type**: void

**Arguments**: none

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

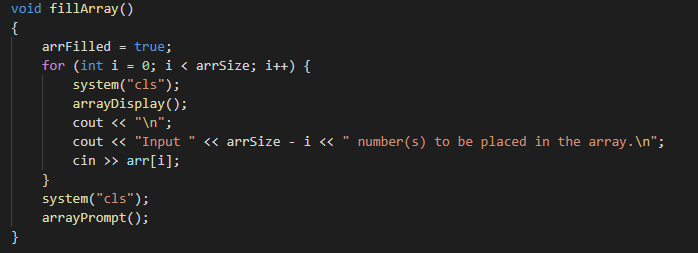


**Function name**: fillArray

**value type**: void

**Arguments**: none

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

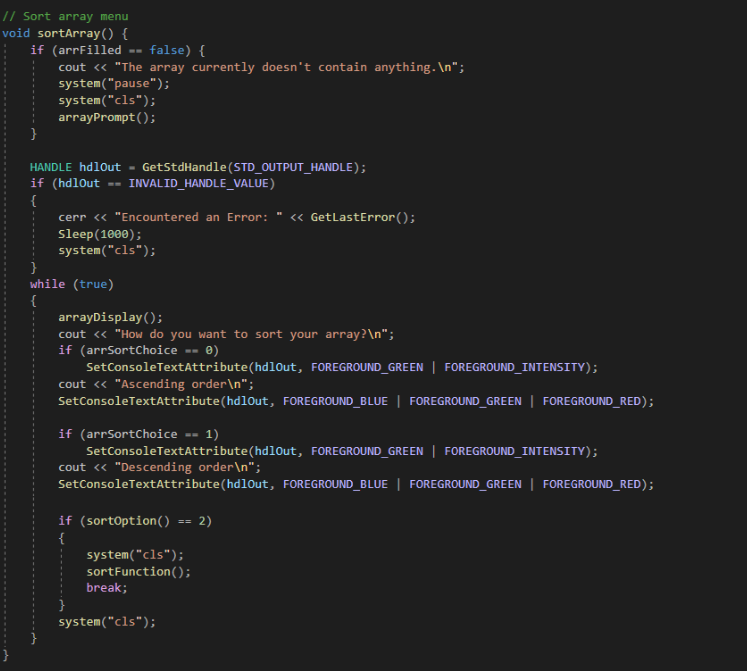


**Function name**: sortArray

**value type**: void

**Arguments**: none

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

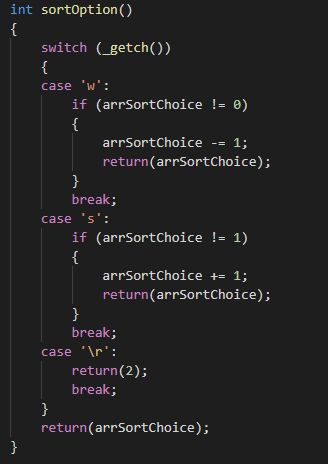


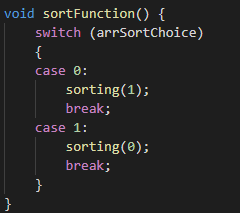
**Function name**: sortOption

**value type**: int

**Arguments**: none

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



**Function name**: sortFunction

**value type**: void

**Arguments**: none

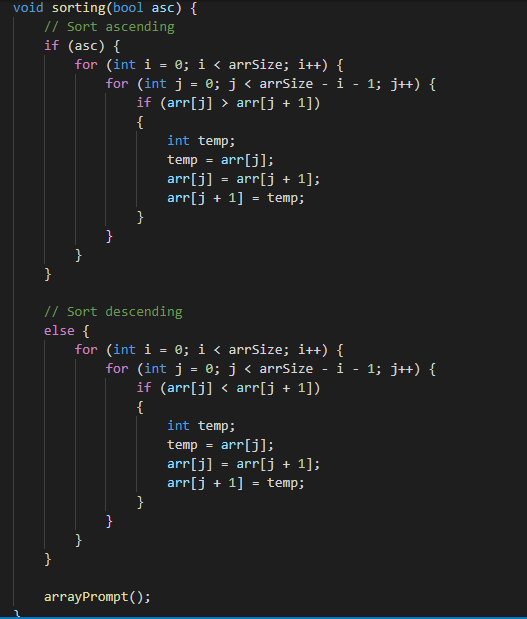
**Purpose**: Analyses the user’s input.

**Function name**: sorting

**value type**: void

**Arguments**: asc

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

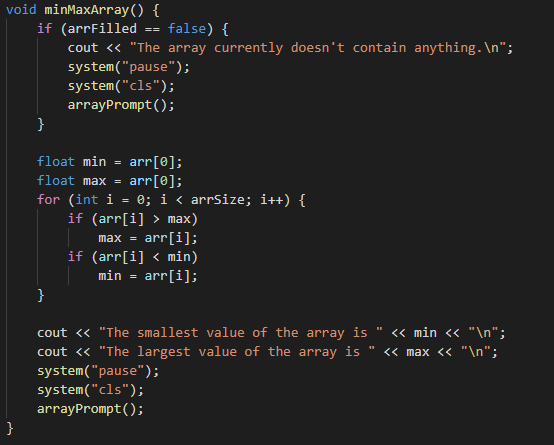


**Function name**: minMaxArray

**value type**: void

**Arguments**: none

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

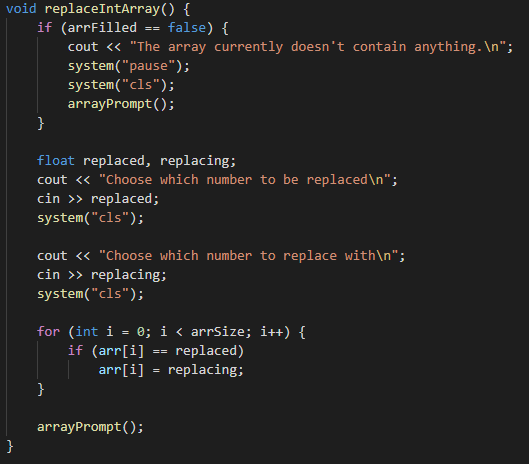


**Function name**: replaceIntArray

**value type**: void

**Arguments**: none

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

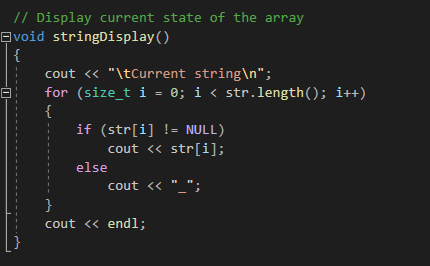


**Function name**: stringDisplay

**value type**: void

**Arguments**: none

**Purpose**: Displays the current string on the console.



**Function name**: stringFunction

**value type**: void

**Arguments**: none

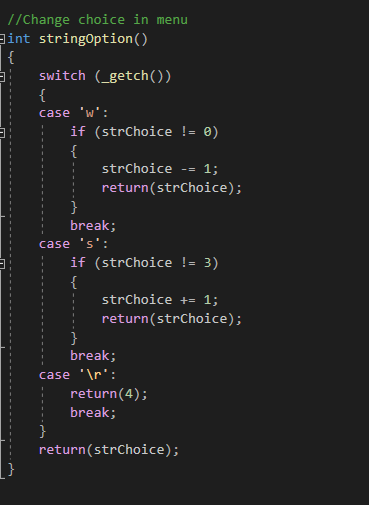
**Purpose**: Selects how the user will interact with the string.

**Function name**: stringOption

**value type**: int

**Arguments**: none

**Purpose**: Collects the user’s keyboard input and changes the menu accordingly.



**Function name**: stringPrompt

**value type**: void

**Arguments**: none

**Purpose**: Prompts the user to choose how to manipulate the string. Changes colour of the text.

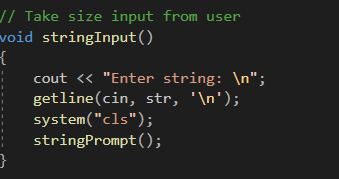


**Function name**: stringInput

**value type**: void

**Arguments**: none

**Purpose**: Inputs a string from the console.



**Function name**: insertStr

**value type**: void

**Arguments**: none

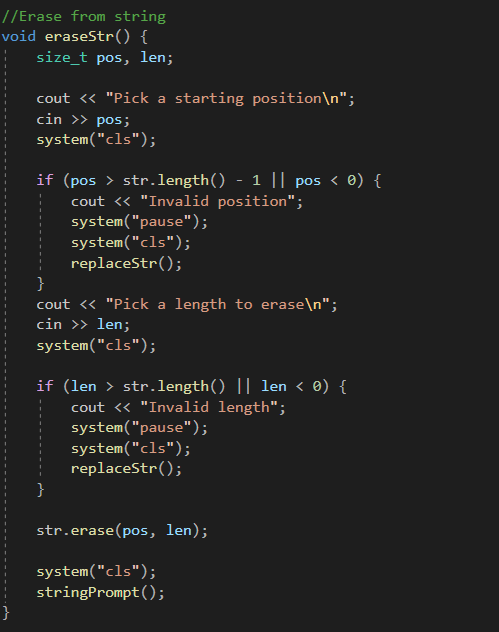
**Purpose**: Inserts a string into the previously given one.

**Function name**: eraseStr

**value type**: void

**Arguments**: none

**Purpose**: Erases a string of characters, selected by the user, from the string.

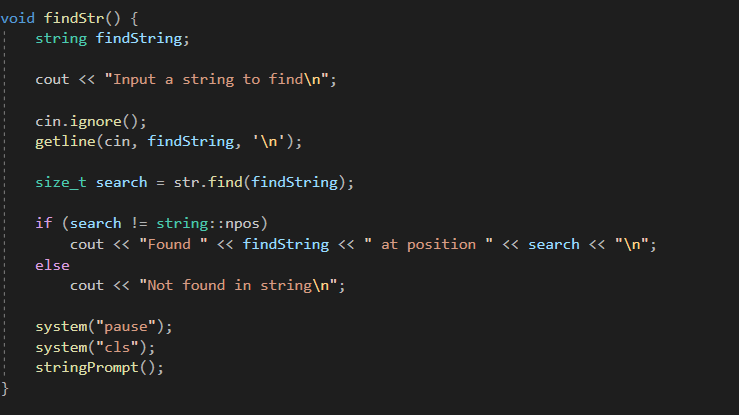


**Function name**: findStr

**value type**: void

**Arguments**: none

**Purpose**: Looks for a given string in the aforementioned one.

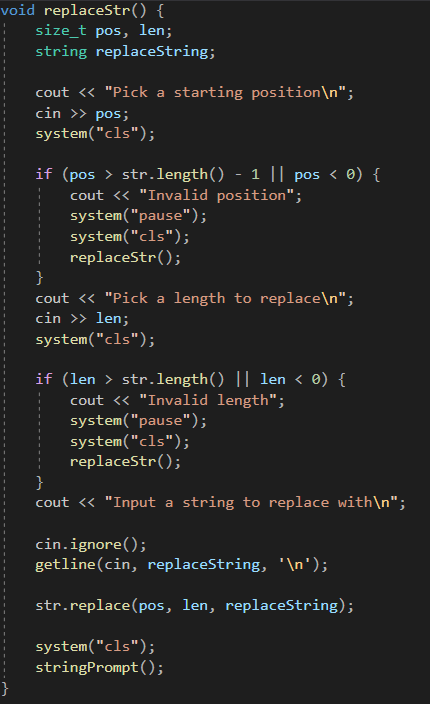


**Function name**: replaceStr

**value type**: void

**Arguments**: none

**Purpose**: Replaces a string of characters in the given string.



# Block scheme of the project

# 