**User’s manual of “Morse code” project**

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**The aim of the program:** is to convert text into morse, and morse into text, also to encode/decode whole text files and to give the statistics of used letters/symbols**.**

**User’s inputs:**

* The user’s 1st input is to choose 1 of 6 options provided in the main menu.

1)Text into morse; 4) Encode file;

2) Morse into text; 5) Decode file;

3) Play game; 6) Exit.

* The 2nd input depends on the chosen option.

1) Text into morse: program asks the user to enter the text, that he wants to encode to Morse. By pressing “Enter” the encoded text is printed to the screen. Then user decides whether to choose other options 1-5 or to exit the program. In case of exiting, program displays the statistics of used characters.

2) Morse into text: program asks the user to enter the morse code (separaring each letter with 1 space and each word with 2 white spaces) and by pressing “Enter”, program shows the decoded text. Again, the user chooses whether to exit the program and see the statistics of used letters or to continue choosing options from 1 to 5.

3) Program offers the user to play a short game to check his knowledge of Morse alphabet. User is asked to enter 1 english letter and then its morse version. If he translates it correctly, user gets a message “Bravo! You correct”, otherwise the message will be “Study more”.

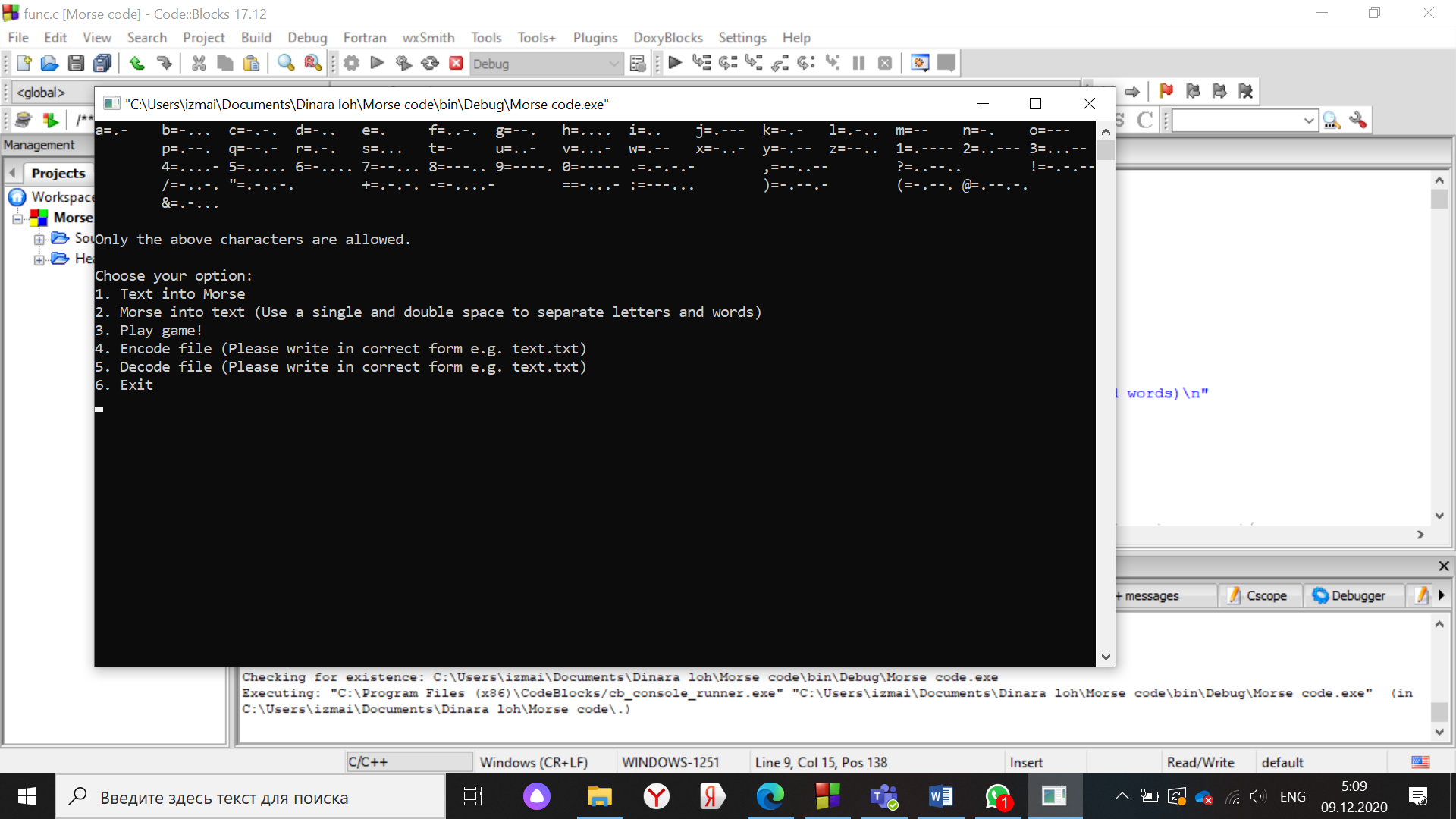
4) Encode file: first user should enter the name of the file he wants to encode(this file should exist) and the name of the file he wants to save the result in. Both filenames should be in format “filename.txt”. The saved file with the final result (encoded/decode file) can be found in the project folder. By opening it, user is able to see the translation.

5) Decode file: again, user is asked to enter the names of the input (with the morse code) and output (where the decoded text is saved) files. Filenames must be in appropriate format “filename.txt”. The translation can be view in the output file, located in project’s folder, by opening it.

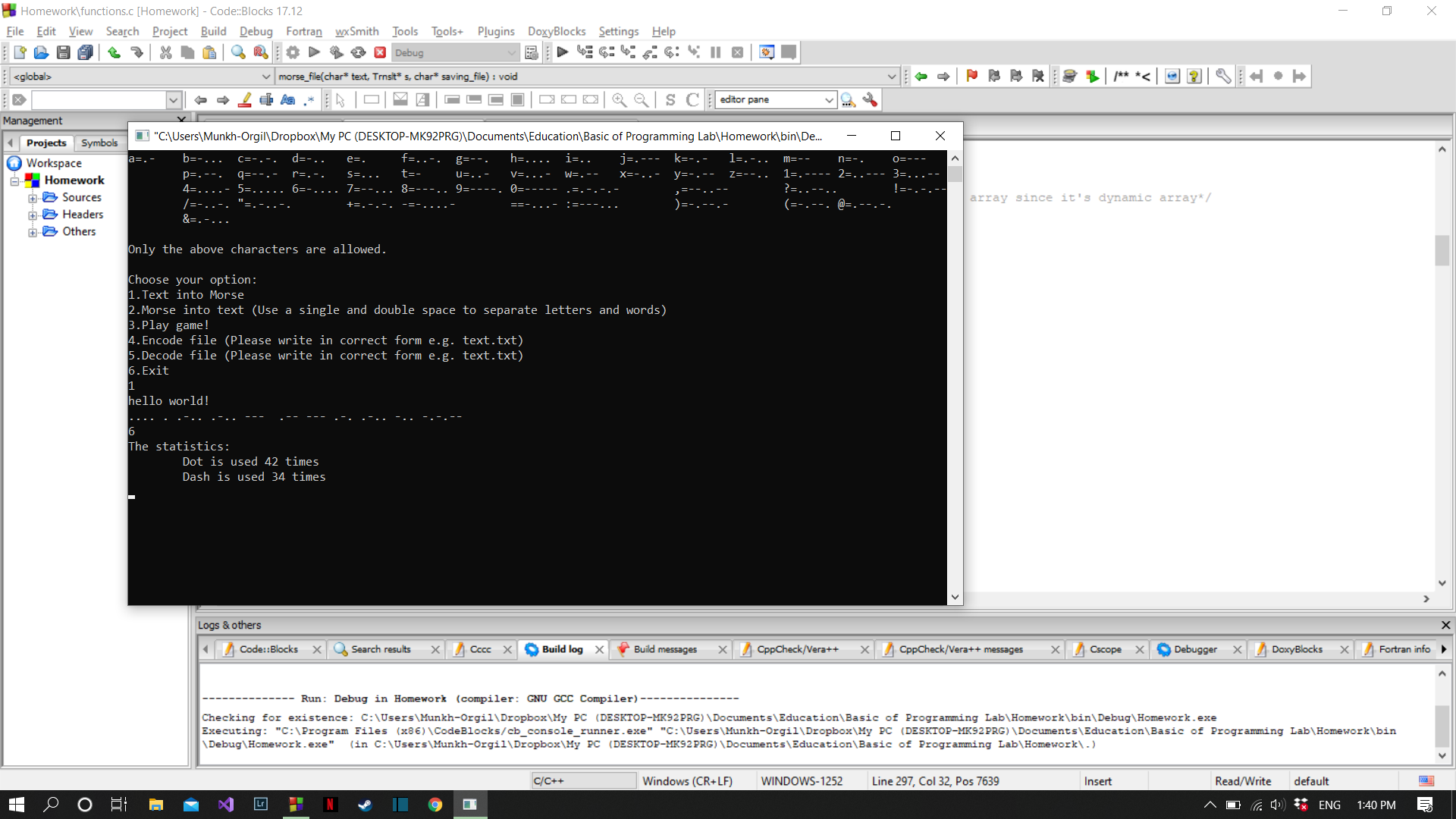
6) Exit: by pressing “6”, program stops executing and closes.

**Testing the program:**

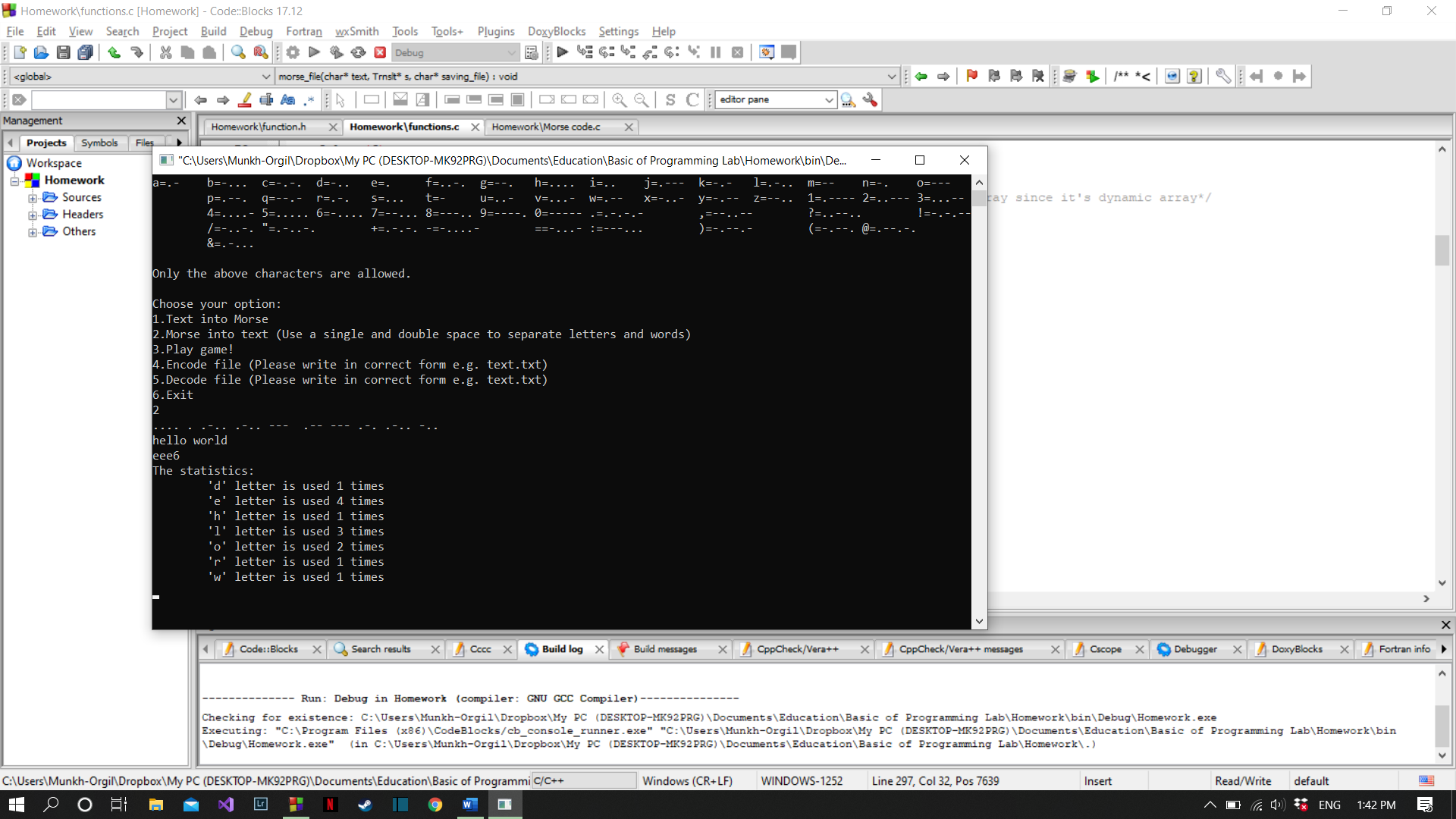
1. **Main menu**



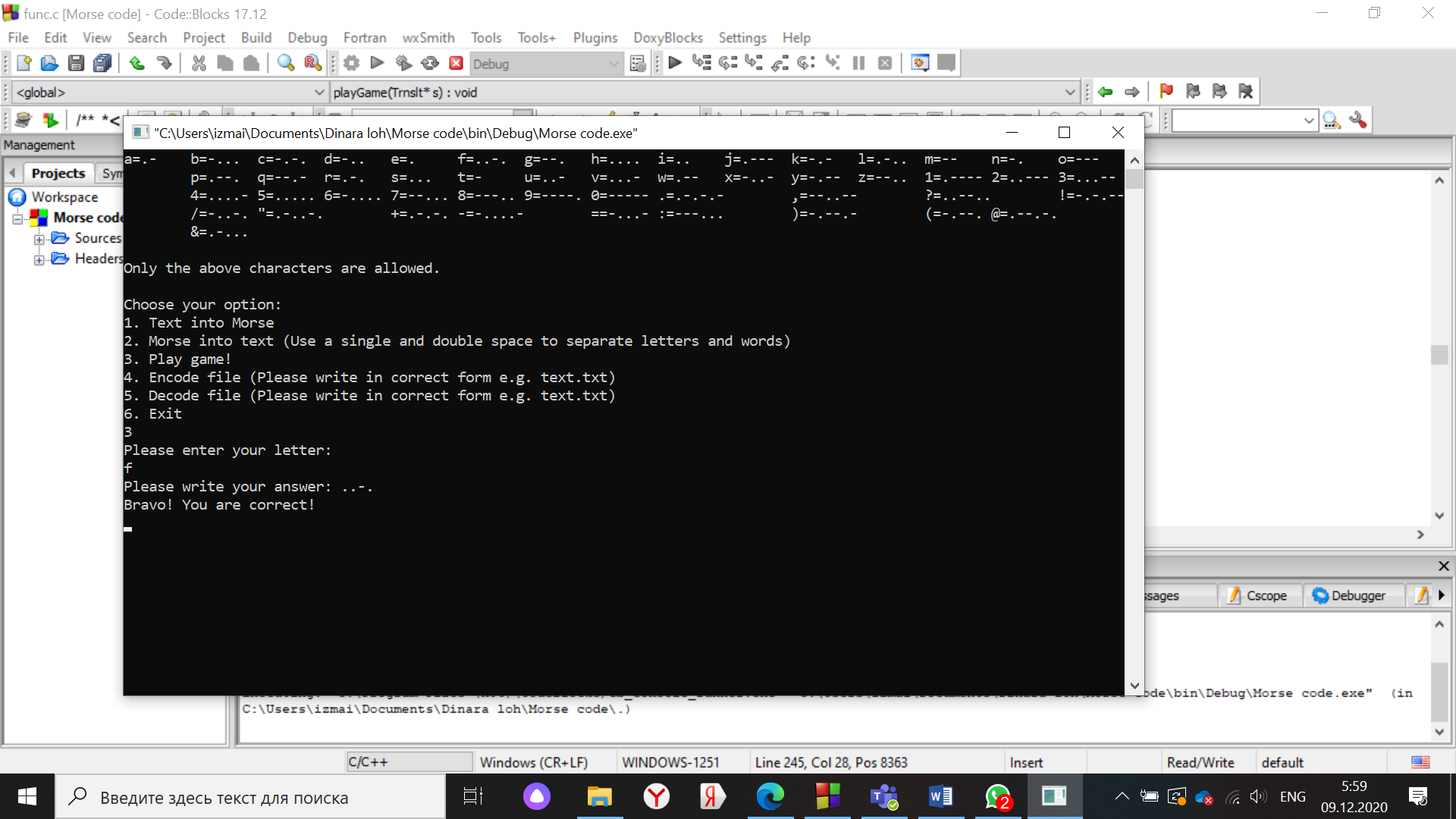
1. **First option with statistics**



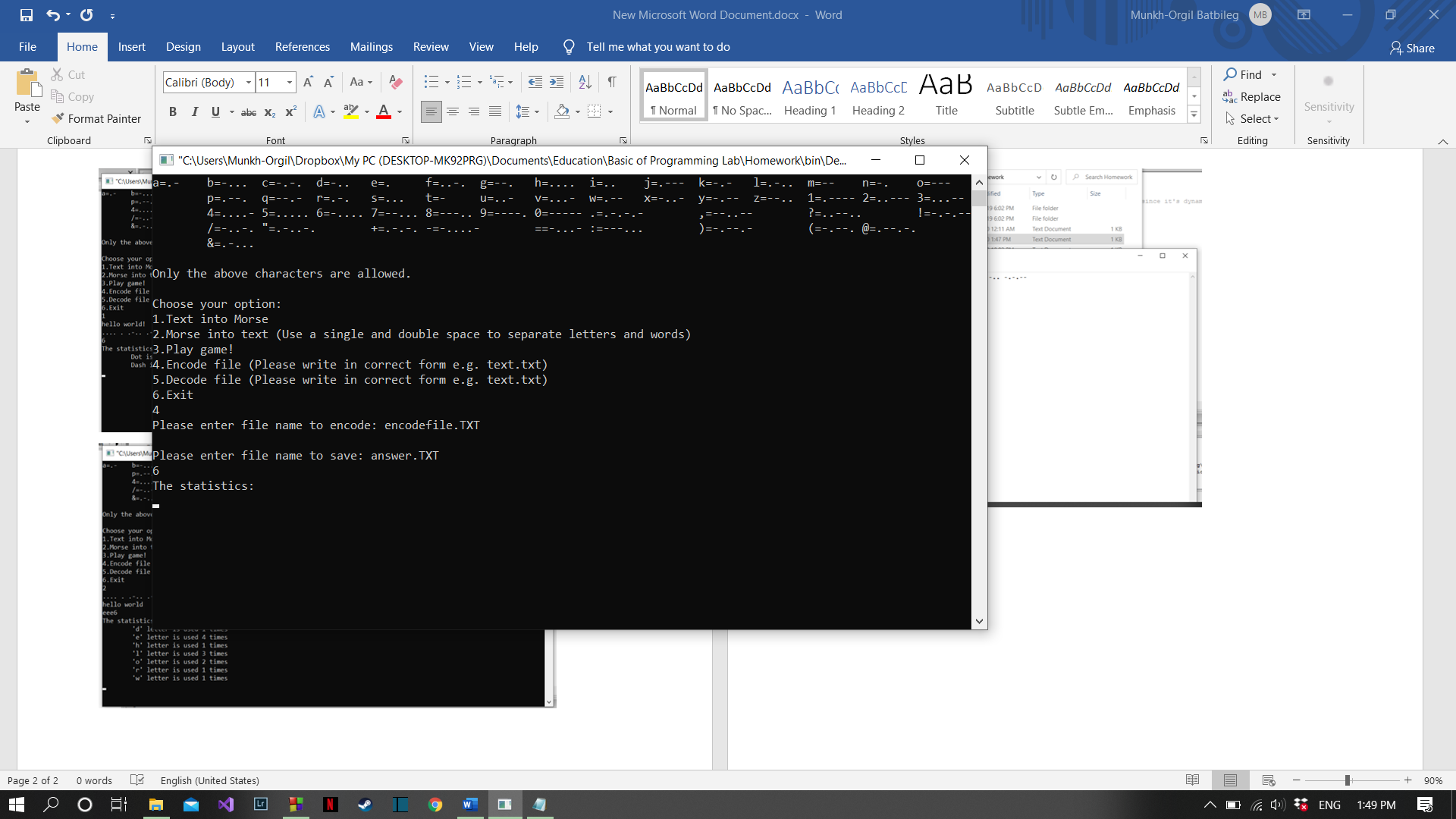
1. **Second option with statistics**

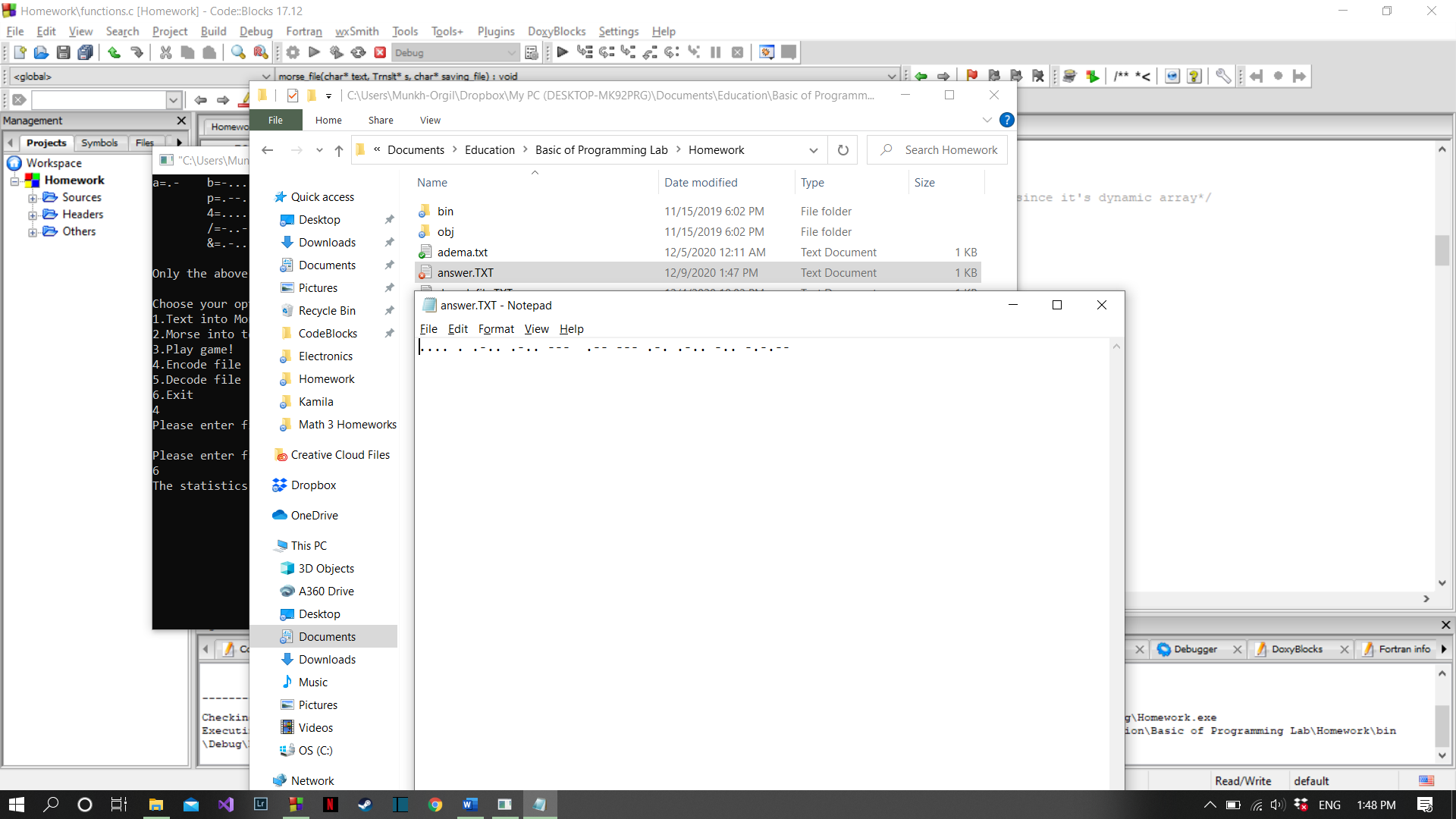


1. **Play game**



1. **Encode file**





1. **Decode file**

