Cover Page

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CS 089A

**Purpose:**

This program is a Pokémon Safari Zone simulator.

**Stipulations:**

The user is given 30 Safari Balls

There are twelve possible Pokémon to catch

When the user runs out of Safari Balls the program ends

Pokémon caught are stored in A PC (Binary Tree), and can be counted

The user has four available actions; throw ball, throw bait, throw mud, and run.

The actions of the found Pokémon will be pseudorandom

**Tools/Strategies:**

Use of input and output, mathematical operations

Functions and nested functions, Relational Operations and Conditional statements

Do-While loops, For-loops

Multi-Dimensional Arrays,Pointers and Refrence veriables

Strings, File Operations

Classes, constructors, class inheritance

Class Templates

Structures, Arrays of Structures, passing structures to functions

Use of pseudorandom elements

Recursive Functions

Binary Trees