Advanced Programming
COEN 11

Lab 3

Lab3

- Restaurant Waiting List
  - Change lab 2 to use an array of structures
  - Due in week 3

Lab3

❑ Same functionality as Lab 2

➢ The waiting list is created interactively with the following commands

- 1 <name> <number>
    - Adds the name and number of people specified to the bottom of the list
- 2 <size>
    - Extracts (show and delete) oldest entry which fits the size of the table
- 3
    - Shows the list, name and number, from oldest to newest
- 4
    - Quits

Lab3

❑ Same requirements as Lab 2
  ➢ Loop forever accepting commands
  ➢ 3 functions
    • insert, delete, and show
  ➢ Do not allow names to repeat
  ➢ List mechanism
    • Your list should stay in the oldest-to-newest order
      – Always insert a new entry at the bottom
      – Always shift entries up after deleting one

Lab3

- **New requirements**
  - Global variables: array of structures and a counter
  - Use a struct pointer to traverse the array in each function