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| **FUNCTION NAME** | **DESCRIPTION** | **INPUT PARAMETER** | **RETURN DATA** |
| AddCategory | Function: Adds a category along with its questions and answers. | ptrGame pGames | None (void func) |
| DeleteCategory | Asks for User input, the name of the category to delete. Deletes given category | ptrGame pGames | None (void func) |
| EditCategory | Asks for User input, the name of the category to edit. Edits the details within the category | ptrGame pGames | None (void func) |
| AddFJ | Asks for Input from the user the question and answer for the Final Jeopardy | ptrGame pGames | None (void func) |
| ViewByCategory | It will ask which category they want to see its details, then will print all the information | ptrGame pGames | None (void func) |
| ViewbyVal | Will ask what value they want to see is associated with the question, then will print all the information | ptrGame pGames | None (void func) |
| Search | This function asks for a specific key to be searched throughout the Inputs and categories | ptrGame pGames | None (void func) |
| addGame | This function allows the user to add more games. Each game would have the information in phase one and a string to store the game name. | ptrGame pFirst | ptrGame  (returns pFirst) |
| deleteGame | This function deletes a node from the linked list of games. The user enters the game name and if it’s found in the list then it is deleted. | ptrGame pGames, ptrGame \*pGame2 | None (void function |
| selectGame | Chooses the game that is currently active/selected. Once a game in the list has been selected all the phase 1 function will apply to that particular node. | ptrGame pGames | ptrGame  (returns pGames) |
| viewGame | Function displays all the names of the added games | gameType \*pFirst | None (void function) |
| loadGames | This function returns pFirst. And adds the game to the list of games in the system. | - | gameType(  returns pFirst) |
| saveGame | This function gets user input then saves the contents of the node to a textfile prescribed by the flash Jeopardy game. | ptrGame pFirst | None(void  Function) |
| option | This function asks whether or not she or she would like to continue to the Phase One functions after inputing a New Game | ptrGame pGames | None(void Function) |