

Lab 9: (Need to submit Task 9.2 and Task 9.3 as a part of assignment 3)

Task 9.1. Re-write the code after fixing the **errors**.

```
#include<iostream>
using namespace std;

struct emp
{
    char *surname;
    int age;
    float salary;
}

int main()
{
    struct emp ricky;
    struct emp *aPtr;
    ricky.surname = "Peter";
    ricky.age = 35;
    ricky.salary = 2000.53;

    aPtr = &ricky;

    cout<<"Surname: " << ricky->surname<<"\n"<<"Age: "
        <<ricky.age<<"\n"<<"Salary : "<<ricky.salary<<endl;

    cout<<"Surname: "<<aPtr->surname<<"\n"<<"Age: "<<(*aPtr).age
        <<"\n"<<"Salary: "<<aPtr->salary;
    return 0;
}
```

Task 9.2 Use the following structure for this problem. (Need to submit this task as a part of assignment 3)

```
struct company_detail
{
    string company_id;
    string company_name;
};

struct Emp
{
    string emp_name;
    string emp_id;
    double salary;
    struct company_detail cmp_detail;
};
```

Declare an array called `employee[5]` of type `struct Emp`. Use `get_data()` to read in values for the array, use `print_data()` to print out the array elements, use `get_salary()` function to search the salary of an employee and use `get_average()` function to calculate average salary of a particular company (use company name for this).

```
//below function prototypes must be used
struct Emp get_data();
void print_data(struct Emp[], int);
double get_average(struct Emp*, int, string);
double get_salary(struct Emp[], string);
```

Enum - Introduction

An enumeration is a user-defined data type that consists of set of integers. To define an enumeration, keyword `enum` is used.

Eg:

```
enum months {
JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC
}; // end enum months
```

creates a new type, `enum months`, in which the identifiers are set to the integers 0 to 11, respectively.

By default enumeration numbering starts from 0

```
enum months {
JAN = 1, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC
}; // this number the months 1 to 12.
```

```
#include <iostream>
#include <cstdlib>
using namespace std;
enum week { sunday, monday, tuesday, wednesday, thursday, friday, saturday };
void lecture_unit(week day)
{
    switch(day)
    {
        case monday:
            cout<<"SWE20004\n";
            break;
        case tuesday:
            cout<<"COS10009\n";
            break;
        /*
        .
        .
        .
        */
        case sunday:
```

```

        cout<<"Holiday\n";
        break;
    }
}
int main()
{
    int day;
    cout<<"What is the day today? 0 - Sunday, 1 - Monday, 2 -Tuesday etc "<<endl;
    cin>>day;
    week today = static_cast<week>(day);
    lecture_unit(today);
    return 0;
}

```

Task 9.3 (Need to submit this task as a part of assignment 3)

Write a complete C++ program to create a music player.

Your program should read in several album names, each album has up to 5 tracks as well as a genre.

First declare genre for the album as an *enumeration* with at least three entries. Then declare an album *structure* that has five elements to hold the album *name*, *genre*, *number of tracks*, *name of those tracks* and *track location*.

You can use the template given below, but highly recommended to use your own variable names and enumeration list.

```

enum genre{ pop, Jazz, Classic};

struct album
{
    string album_name;
    genre kind;
    int track_number;
    string tracks[5];
    string tracklocation;
};

```

Declare a *vector* (user determines the number of albums at the runtime) of type *album* to create database for album.

In *main* you should have four option:

Option 1: call a function ***add_album*** – it allows the user to enter the album details.

Option 2: call a function named ***print_all_album*** to print out the album details.

Option 3: call a ***select_track_to_play*** function that allows the user to choose an album and then a track to play. It should print out:

When the user selects a track to play your program must call an external program to play the track.

Option 4: Quit

```

Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
1
Enter album name
Dangerous
Enter genre 0 -> pop, 1 -> Jazz, 2 -> Classic
0
Enter number of tracks in the album
3
Enter the names for these 3 tracks
BlackOrWhite
HealTheWorld
WhoIsIt
Enter the file location of these tracks
track_folder1

Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
2

Name of the album : Dangerous
Genre of the album : pop
No. of tracks : 3
Tracks are :
BlackOrWhite
HealTheWorld
WhoIsIt
Tracks are located at track_folder1

Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
1
Enter album name
Thriller
Enter genre 0 -> pop, 1 -> Jazz, 2 -> Classic
1
Enter number of tracks in the album
4
Enter the names for these 4 tracks
P.Y.T.
BeatIt
BillieJean
HumanNature
Enter the file location of these tracks
track_folder2

```

Screen shot continue in the next page, these screen shots are taken from a single run.

```
Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
2
Name of the album : Dangerous
Genre of the album : pop
No. of tracks : 3
Tracks are :
BlackOrWhite
HealTheWorld
WhoIsIt
Tracks are located at track_folder1

Name of the album : Thriller
Genre of the album : Jazz
No. of tracks : 4
Tracks are :
P.V.I.
BeatIt
BillieJean
HumanNature
Tracks are located at track_folder2

Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
3
Select an album to play
Thriller
This album contains 4 tracks and those tracks are
1. P.V.I.
2. BeatIt
3. BillieJean
4. HumanNature
Please select a track to play from the above list
BeatIt
The track you selected BeatIt.mp3 from the Album: Thriller is now playing from the location track_folder2

Enter the option:
1 to add an album
2 to print the album details
3 to play a track from an album
4 to exit
```

