Task 11

Attempt to explain the purpose of each of the new functions listed above and indicate any parameters or return values that each of them will require.

display_menu(): Displays a menu in a numbered format on screen. Takes in no parameter and returns no values.

get_menu_selection(): Asks the user for the selection from the list that has been displayed and assigns the input to a variable. It takes in no parameters but returns the variable selection.

make_selection(): Carries out the correct instruction relative to the selection. Takes in selection as a parameter but returns no values.

play_game(): Runs the whole game using multiple different functions.Takes in selection as a parameter but returns no values.

Task 12

Identify the functions that will require modification to make it possible for an in-game menu to be presented.

GetMove(StartSquare, FinishSquare, WhoseTurn)

Task 13 Surrendering

Identify the functions that will require modification to make it possible to surrender during the game. Explain why each function will require modification.

get_pause_menu_selection(WhoseTurn), **surrender(WhoseTurn)** and **GetMove(StartSquare, FinishSquare, WhoseTurn)** are the function that needs to be modified. get_pause_menu_selection(WhoseTurn) needa to change as it need to take in WhoseTurn as a parameter for it to work with the surrender(WhoseTurn) function. The surrender(WhoseTurn) is a brand new function that takes in WhoseTurn to determine who is surrendering and who wins from it. Finally GetMove(StartSquare, FinishSquare, WhoseTurn) needs to change slightly as the get_pause_menu_selection() needs to taken in WhoseTurn so it will pass it from play_game() to get_move() to get_pause_menu_selection() then finally carry out the surrender if necessary.

Task 14 Refactoring

Explain what is meant by the term refactoring and why it is sometimes useful to refactor sections of code.

Refactoring means reconstructing code without changing the behaviour of it. It is useful as you can split code in to useful part as you may only need to use part of a function.