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/*
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* Project4 practice
*/
//Libary imports.
#include ……
using namespace std;


//Structure for creating a linked list that holds a trivia question,answer and point
amount.
struct triva_node {
	string question;
	string answer;
	int point;
	triva_node *next;

};
//creates a pointer to triva_node.
typedef triva_node* ptr_node;

//Prototypes
void ……


//creates two versions.
//#define UNIT_TESTING
#define triva_quiz

int main() {
	Unit_test();
	ptr_node node_list = new triva_node;
	//Creates a new trivia game /
	//Sets up three original  questions/
	//Sets up loop for user to input his or her own questions.
	//Quiz questions are stored in linked list.
#ifdef triva_quiz
	init_question_list(node_list);

	cout << "*** Welcome to …….. trivia quiz game ***\n";
	……..


	add_question(node_list);

	cout << "Continue? (Yes/No): ";
	……..


	}
	//This is start of Trivia quiz game.
	ask_question(node_list, num_of_questions);
	cout << "\n*** Thank you for playing the trivia quiz game. Goodbye! ***";
	return 0;
}
#endif
//Method for testing
#ifdef UNIT_TESTING
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	Unit_Test();
	return 0;
	}
#endif



//initializes the quiz to have these three questions inputted into the linked list.
void init_question_list(ptr_node& q_list) {
	//ptr_node cur_ptr;
	//ptr_node cur_ptr;
	string bob;
	ptr_node cur_ptr = new triva_node;
	cur_ptr->question = "How long was the shortest war on record?";
	cur_ptr->answer = "38";
	cur_ptr->point = 100;
	…….
}
//gives user the option to add a question to the linked list.
//question is added to the front of the linked list.
void add_question(ptr_node& q_list) {
	string answer;
	//gets data from user.
	……..
	cout << "Enter a new question: ";
	getline(cin, new_ptr->question);
	……..

}
//Checks for null value
//Ask the user trivia questions and starts the game
int ask_question(ptr_node q_list, int num_ask) {
	……..
	if (q_list == NULL)
		return 0;
	if(num_ask < 1) {
		cout << "Warning - the number of trivia to be asked must equal to or be
larger than 1.";
	}
	else if(num_of_questions < num_ask) {
		cout << "Warning - There is only " << num_of_questions << " trivia in the
list.";
	}
	else {
	for(int x = 0; x < num_ask; x++) {
		cout << "Question: " << cur_ptr->question << endl;
		cout << "Answer: ";
		getline(cin, user_answer);
		if (user_answer.compare(cur_ptr->answer) == 0) {//correct_answer) {
			…….
		}
		else {
			……..

	cur_ptr = cur_ptr->next;

	}
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}

	return 0;

}



//Test cases to check whether the methods work.
void Unit_Test() {
	ptr_node node_list = new triva_node;
	init_question_list(node_list);
	cout << "Unit Test Case 1: Ask no question. The program should give a warning
message." << endl;
	ask_question(node_list, 0);
	cout << "\nCase 1 Passed\n\n";

	cout << "Unit Test Case 2: Ask 1 question in the linked list.  The tester enters
an incorrect answer." << endl;
	……..

	cout << "\n\n*** End of the Debugging Version ***";
}
```