Suggested steps for implementing PA#2

Do the work in this order, to avoid being overwhelmed and get partial credit for each step accomplished. Consider spreading the tasks out over several days.

1. Open your main.cp file and create the struct
2. Copy the function prototypes into your program
3. Define **displayMovies** function
4. Set up main:
   - create an array of Movie
   - initialize it to the first three movies in the sample output (remove after step 4)
   - have a count variable, set to 3
   - call displayMovies, make sure it displays properly

5. Define **readMovies** function:
   - (see **fileInput.cpp** and **dataset.txt** in Canvas>Files>PA2 Provided Code)
   - copy movifiles.txt to your directory
   - (Putty users: do not copy/paste into nano, use file transfer)
   - in main:
     - ✦ create an ifstream variable for movies.txt (include fstream)
     - ✦ call readMovies from main before the display (set count to 0 first)
     - ✦ hint: temporarily output each movie from readMovies to find any problems
     - ✦ ctrl-C if infinite loop (or click red box in code blocks!)

6. Add the menu to main:
   - (see **menu.cpp** in Canvas>Files>PA2 Provided Code)
   - Use menu.cpp as a template
   - If a wrong choice is entered, output: "Please enter 1, 2, 3, 4, or 5: “
   - for case 1 call displayMovies (for now)
   - for case 2 call displayMovies (for now)
   - for case 3 cout "date" (for now)
   - for case 4 cout "name" (for now)
   - At the end of the program output "Exiting the program…\n”
   - Now you can upload to zybooks and try to pass some of the unit tests.

The next 4 steps can be done in any order (but may want to do binary search last)
Use the sample_execution.txt file to determine exactly how the output should look.

7. implement **sortByDateRating**
   call it from case 1 and test

8. implement **sortById**
   call it from case 2 and test

9. implement **linearSearchByName**
   call it from case 3 and test

10. implement **binarySearchById**
    call it from case 4 and test

If you haven’t yet, you should compile your code in a Linux/Unix environment (in other words, quit using your IDE!!).