

## MainStructure.c

```
1 /*
2
=====
=
3 Name      : MainStructure.c
4 Author    : Javad
5 Version   :
6 Copyright : Your copyright notice
7 Description : Hello World in C, Ansi-style
8
=====
=
9 */
10 #include <stdio.h>
11 #include <stdlib.h>
12 #include <windows.h>
13 #include "functions.h"
14
15 int main(void) {
16     // Defining variables
17     int key,mainChoiceCounter;
18
19
20     // this is the basic choice for main menu which is set to first
21     //101 is the base so when user presses the Up button and
mainChoiceCounter decrease
22     // it will be a positive number which is easier to handle here
23     mainChoiceCounter=101;
24     displayMainMenu(mainChoiceCounter); // display the main menu based
on the user's choice
25
26
27     while ( key != 1000)
28     {
29         key= getch(); // reading the user's key pressed
30         if (key==80) // The Down arrow key is pressed
31         {
32             mainChoiceCounter++;
33             mainChoiceCounter=mainChoiceCounter%5+100; // keep the
mainChoiceCounter in a certain range so we can assign different function
for each choice easily by using if in the displaymainmenu() function
34             displayMainMenu(mainChoiceCounter);
35
36         }
37         else if(key==72) // The Up arrow key is pressed
38         {
39
40             mainChoiceCounter--;
41             mainChoiceCounter=(mainChoiceCounter%5+100);
42             displayMainMenu(mainChoiceCounter);
43
44         }
45         else if(key==13) // The Enter arrow key is pressed.
```

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```
46         {
47             // Invoke different function based on the menu that is
selected by the user
48             lunch(mainChoiceCounter,&key);// Sending by reference
so we can edit the key pressed in case of need( eg. exit)
49             displayMainMenu(mainChoiceCounter);
50
51         }
52 }
53 }
54
```