Inlämningsuppgift

Contact book extended

Sometimes life is tough, and you need to remove a friend from your contact book. We will here use a function with a reference and then use that variable in the main function to remove a friend.

- Copy and paste your code from assignment 1 a

- Create a new function called remove_friend with a reference string named my_friend who will ask the user which friend to remove and save it to the reference variable

- Add a new menu option called 3: Remove and move the Exit option to number 4 instead

- Reorganize the menu so that the remove_friend-function will be called when the user selects 3 and so that the program exits when the user selects 4

- In the main menu create a string variable named name and use that variable as argument to the remove_friend function

- Use the list_of_friends.remove(name) in the main function after calling the remove_friend function

The following functions shall exist in your code:

void print_menu();

void view_friends();

void add_friend();

void remove_friend(std::string &my_friend);

(and of course the "int main()" also)

Good luck!