```
1
     using namespace std;
 2
 3
    class ui {
 4
    private:
 5
         void errorMessage(string);
     public:
 6
 7
         const string SCHOOLNAME = "University of Colorado Colorado Springs";
         const string TAB = "
                                    " ;
 8
 9
         void genHeader();
10
         void genMainMenu();
11
         void clearConsole();
12
         string askStudentName();
13
         int askOperation();
14
         int askLevel();
         void askQuestion(int, int, int, bool);
15
16
         int getAnswer();
17
         void echoStudentScores(progress); // progress[] & );
18
         void answerEchoResult (bool);
19
         void answerChoiceNotVaild();
20
     };
21
22
     void ui::errorMessage(string message) {
23
         // Helper function that allows us to produce consistant error messages
24
         // Requirements: N/A
25
         cout << "An error has occured in the program." << endl;</pre>
         cout << "The error condition reported: " << message << endl;</pre>
26
2.7
         cout << "You can try that action again, but you may get the same result :(";</pre>
28
         cout << endl;</pre>
29
         cout << endl;</pre>
30
     }
31
32
     void ui::genHeader() {
33
         // Generates a welcome and instructions for the
         // user
34
35
         // Requirements: N/A
36
         cout << "Welcome to the Computer Aided Instruction System" << endl;</pre>
37
         cout << "This software licensed to: " << SCHOOLNAME << endl;</pre>
38
39
         cout << endl;</pre>
40
         cout << endl;</pre>
41
42
     void ui::genMainMenu() {
43
         // Generates the main menu
44
         // Requirements: N/A
45
         cout << "Please enter your menu choice: " << endl;</pre>
         cout << TAB << "1 - Answer questions" << endl;</pre>
46
47
         cout << TAB << "2 - View Student scores" << endl;</pre>
         cout << TAB << "0 - exit" << endl;</pre>
48
49
     }
50
51
     void ui::clearConsole() {
52
         // Clears the console using a while loop and endl
         // Requirements: N/A
53
```

```
54
          for (int i = 0; i < 80; i++) {
 55
               cout << endl;</pre>
 56
          }
 57
      }
 58
      string ui::askStudentName() {
 59
          // Asks for the student's name and returns it in the
          // form "<first name> <last name>"
 60
          // Requirements: 330
 61
 62
           string first; // First Name
 63
          string last; // Last Name
 64
 65
          // Ask for the names
          cout << "Please enter your first name: ";</pre>
 66
 67
          cin >> first;
 68
          cout << "Please enter your last name: ";</pre>
 69
          cin >> last;
 70
 71
          // Combine and return
 72
          return first + " " + last;
 73
      }
 74
 75
      int ui::askOperation() {
          // Asks which operation the student would like to do
 76
 77
           // Reugirements: N/A
 78
          int tempAnswer; // The answer given by the user
 79
 80
          // Output the options to the screen
 81
          cout << "Please enter the operation you would like to do:" << endl;</pre>
 82
           cout << TAB << "1 - Addition" << endl;;</pre>
          cout << TAB << "2 - Subtraction" << endl;</pre>
 83
 84
          cout << TAB << "3 - Multiplication" << endl;</pre>
 85
          cout << TAB << "4 - Division" << endl;</pre>
          cout << TAB << "5 - A mixture of all four" << endl;</pre>
 86
 87
 88
          // Get the user's answer
 89
           tempAnswer = getAnswer();
 90
 91
          // Some error checking
 92
          while (tempAnswer < 1 || tempAnswer > 5) {
 93
               errorMessage("That is an invalid menu choice.");
 94
               tempAnswer = getAnswer();
 95
          }
 96
 97
           // Return the user's choice
 98
          return tempAnswer;
 99
      }
100
101
      int ui::askLevel() {
102
          // Asks the user which level the want to do
103
104
          int tempAnswer; // The answer give by the user
105
          // Output the option to the screen
106
```

```
107
          cout << "Please enter which level you would like to try (1-3)" << endl;</pre>
108
109
          // Get the user's answer
110
          tempAnswer = getAnswer();
111
112
          // Some error checking
          while (tempAnswer < 1 || tempAnswer > 3) {
113
               errorMessage ("That is an invalid menu choice.");
114
115
               tempAnswer = getAnswer();
116
          }
117
118
          // Return their choice
119
          return tempAnswer;
120
121
      void ui::askQuestion(int numOne, int numTwo, int op, bool secondTry = false) {
122
123
          // Asks the student a question
124
          // Inputs: first number, second number, second attempt
125
          // Requirements: 120
126
          string textOperator; // A textual representation of the operator
127
128
          // Populate the textOperator field
129
          switch (op) {
          case 1:
130
              textOperator = " + ";
131
132
              break;
133
          case 2:
134
              textOperator = " - ";
135
              break;
136
          case 3:
137
               textOperator = " * ";
138
              break;
          case 4:
139
140
              textOperator = " / ";
141
              break;
142
          default:
143
              textOperator = " ? ";
144
              break;
145
          }
146
147
          // If this is the user's second try, output a notation to that effect
148
          if (secondTry) {
              cout << "(Second attempt) ";</pre>
149
150
          }
151
152
          // Output the actual problem
153
          cout << numOne << textOperator << numTwo << " = " << endl;</pre>
154
      }
155
156
157
      int ui::getAnswer() {
158
          // Gets the answer from a student using cin
159
          // Returns the answer given
```

```
160
          // Requirements: 130
          int temp; // The answer given
161
162
163
          cout << "Enter your answer: ";</pre>
164
165
          cin >> temp;
166
167
          return temp;
168
169
      void ui::echoStudentScores(progress studentProgress) {
170
          // Outputs the student scores from each item of the
          // array to the screen
171
172
          // Requirements: 220, 230, 240, 330, 340
173
          cout << "Displaying scores for: " << studentProgress.getStudentName() << endl;</pre>
174
          cout << "Number correct: " << studentProgress.getNumTrue() << endl;</pre>
175
          cout << "Number wrong: " << studentProgress.getNumFalse() << endl;</pre>
176
177
          // Let the user know if they're ready to go on to the next level
178
          if ((studentProgress.getNumTrue() /
179
               (studentProgress.getNumTrue() + studentProgress.getNumFalse()))
180
               > 75 / 100) {
181
               cout << studentProgress.getStudentName() << " is ready to go on to the"</pre>
                   << " next level" << endl;</pre>
182
183
          }
184
185
          // new line, for luck
186
          cout << endl;</pre>
187
      void ui::answerEchoResult(bool resultStatus) {
188
189
          // Outputs the text indicating the result to the user
190
          // Input: Whether the answer is true or false
191
          // Requirements: 150, 160, 170, 180
          int number;
192
193
          string right[4] = { "Very good!", "Excellent!", "Nice work!",
194
           "Keep up the good work!" }; // Collection of phrases for right
195
          string wrong[4] = { "No. Please try again!", "Wrong. Try once more.",
196
           "Don't give up!", "No. Keep trying." }; // Collection of phrases for wrong
197
198
199
          // Random number for which one to use
200
          number = rand() % 4;
201
          // Output to the screen
203
          if (resultStatus) {
               cout << right[number] << endl;</pre>
204
205
206
          else {
207
               cout << wrong[number] << endl;</pre>
208
          }
209
      }
210
211
212
      void ui::answerChoiceNotVaild() {
```

```
// Outputs an error message to the user.
// Requirements: N/A
errorMessage("That menu choice is not valid ");

216 }
217
```