Model a Bag of Marbles.

This diagram is sort of a cross between UML and freestyle.

A Marble with 4 properties...

Struct - Marble

+ string color: the marbles color
+ int size: the marbles size
+ int num: the marbles number
+ marble *next: the next marble in the bag.

+ create_marble(int color, int size) :return new_marble

- remove_marble(): removes a random marble from the linked list.
- display_goods(marble *head): start pulling marbles out of the bag and showing them off.

...And 3 methods
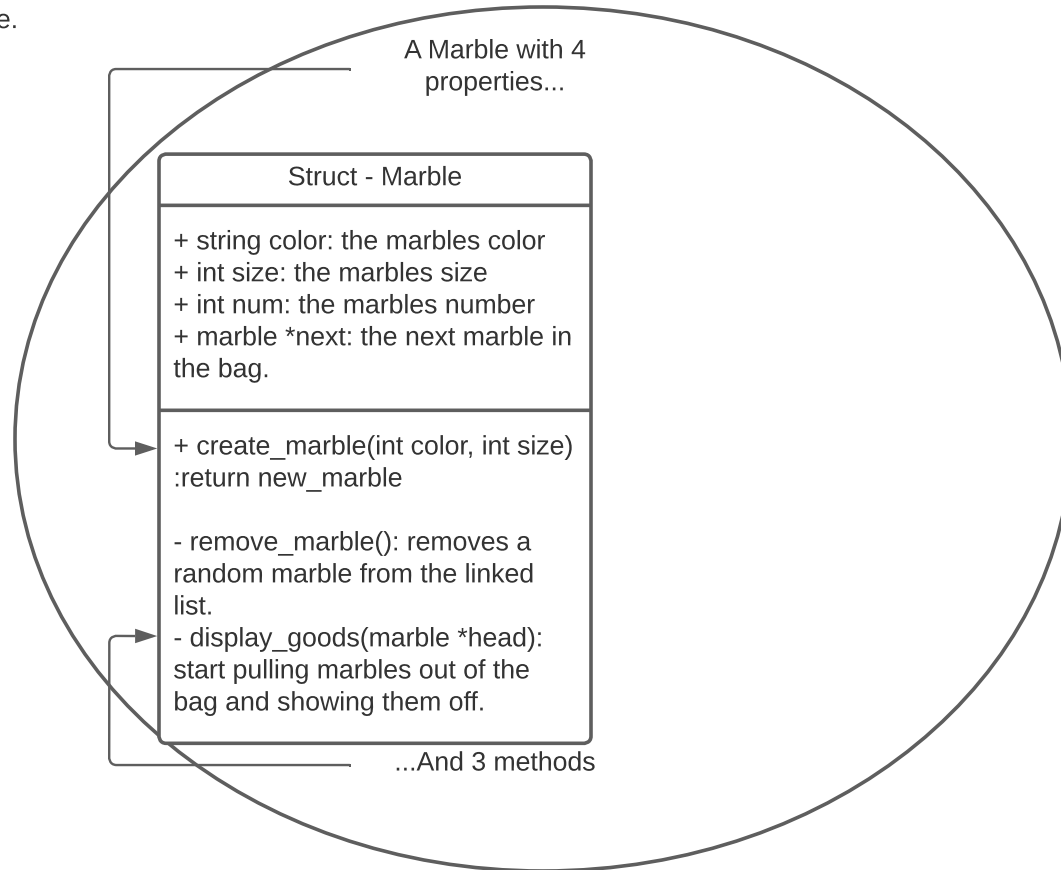
The basic structure of the "bag" is of data structures, named Marble, resembling marbles all linked together.

Each Marble struct has 4 properties.
Color: A string representing its color
Size: An int representing how large it is
Num: An int used for checking against randomly generated numbers for deletion in remove_marble().
Next: A pointer to the next marble in the chain.

Create_marble returns nothing but allocates memory away for housing the new marbles representation.

Remove_marble uses rand() and time to pick a random number, simulating person reaching in an choosing a random marble.

Display_goods prints out the data representing each marble when used.