

src/useArray.h

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1 // Title : useArray.h
2 // Desc : Header file for useArray.cpp
3 // Name : An Tran
4
5 #include <array>
6
7 #ifndef __USEARRAY_H__
8 #define __USEARRAY_H__
9
10 const int MAX_SIZE = 100;
11
12 int howMany();
13 // Desc: returns int from 0 - 100 and if it doesn't meet the requirement, throw
14 // an exception of type const char* with
15 // message: "The input does not meet the requirements"
16 // Receives: none
17 // Returns: int
18
19 void fillArray(std::array<int, MAX_SIZE>&, int&);
20 // Desc: populates an empty array of ints with passed in int value of random
21 // values. If that value is less than 1 or more than 100,
22 // the function will terminate without any values being added to the array.
23 // Those random numbers range from 1 - 9999.
24 // Receives: empty array of ints passed by reference, int passed by reference
25 // Returns: none
26
27 void printArray(std::array<int, MAX_SIZE>&, int&);
28 // Desc: display the array 10 numbers per row where each value is delimited by a
29 // space
30 // Receives: empty array of ints passed by reference, int passed by reference
31 // Returns: none
32
33 bool dupeCheck(std::array<int, MAX_SIZE>&, int&);
34 // Desc: Checks if the Array Contains any Duplicates
35 // Receives: empty array of ints passed by reference, int passed by reference
36 // Returns: none
37
38 void sortArray(std::array<int, MAX_SIZE>&, int&);
39 // Desc: Will arrange the elements of the array in ascending order
40 // Receives: empty array of ints passed by reference, int passed by reference
41 // Returns: none
42
43 #endif
```