


## Advanced Programming COEN 11

### Lab 3


SCHOOL OF ENGINEERING



## Lab3

- Restaurant Reservations, Waiting List
  - Change lab 2 to use an array of structures
  - Due in week 3


SCHOOL OF ENGINEERING



## Lab3

- Same functionality as Lab 2, but add one more command
  - The waiting list is created interactively with the following commands
    - 1, 2, 3
      - Same as in lab 2
    - 4 <size>
      - Show the entries in the list that have a size less than or equal to the entered <size>.
    - 0
      - Quits


SCHOOL OF ENGINEERING



## Lab3

- Requirements
  - Main: loop forever accepting commands, same
  - Do not allow names to repeat
    - Add a function to check for repetitions
    - The function returns zero or one
  - 5 functions
    - insert, delete, show, search\_size, check\_duplicate
  - List mechanism, same
    - Your list should stay in the oldest-to-newest order
      - Always insert a new entry at the bottom
      - Always shift entries up after deleting one


SCHOOL OF ENGINEERING



## Lab3

- New requirements
  - Global variables
    - array of structures
    - counter
  - Use a **struct pointer** to traverse the array in each function

SCHOOL OF ENGINEERING



## Lab 3

- Grading
  - Pre-lab
    - Pseudocode of the **search\_size** function – 10%
  - In the lab
    - Demo to the TA – 30%
    - Submit your code to Camino – 60%

SCHOOL OF ENGINEERING