Rodrigo Ignacio Rojas Garcia

Course: ECE 2330 – 001

Date: 1/30/2017

Programming Assignment 1.5

The programming assignment 1.5 purpose was to create an inventory for a video game

which will store a maximum of four items in the inventory by having four different commands.

The “ADD” command which will add a new item each time the user desired to add an item each

time it was called unless the item was already in the inventory or the inventory was full. The

“DEL” command which purpose was to delete a desired item. The “LOOK” which would look

up the specification of a desired item. The “LIST” command which would display all the

specification of the items stored in the inventory. The last command was “QUIT” which would

quit the program. The objective of programming assignment 1.5 was for the student to learn how

to organize and separate code in a program. This was accomplished by creating three different

files: lab1.c, inventory.c, and inventory.h. Each of these files accomplished a different task. The

file inventory.h purpose was to declare all functions, structures, and defines with their respective

values which could be used in files lab1.c and inventory,c. The purpose of inventory.c was to

declare what each function declared in inventory.h did so they could be implemented in the file

lab1.c. The purpose of the file lab1.c was to use all functions declared in inventory.c to

accomplish the goal of the program which was to store different items in an inventory. The

testing strategy for the program was to run the program valgrind to check that all dynamic

memory that was used to create an inventory in inventory.c and the items in the inventory that

were created in lab1.c were free in each file that the memory was allocated once the program

was terminated. Also, another testing strategy was to match the output of the output file given on

Canvas.





