## Allowed C Features

* int variables
* char variables
* if statements, including all relational and logical operators
* while loops
* printf and scanf
* structs
* arrays, including two dimensional arrays
* Your own helper functions

### ***STAGE1.1 Scanning Different Seed Names***

To get cse valley, all farmers will receive 60 seeds each. As a farmer, you will be able to say how many different seeds you wish to have (from 1 to 5 inclusive) and what their different names are. The 60 seeds will be then split equally amongst the different seed names you have specified.

#### Invalid Inputs and Clarifications

* We can assume that the farmer will only enter a number between 1 and 5 (inclusive) as the number of different seeds that they wish to have.
* We can assume that the farmer will not put in the same seed names.
* We can assume that the farmer will only put in a lowercase alphabet character for each different seed name.

***Stage 1.1 outputs***

**./cse\_valley**

Welcome to CSE Valley, farmer!

Congratulations, you have received 60 seeds.

How many different seeds do you wish to have? **3**

Enter the names of the seeds to be given:

**b**

**c**

**a**

Game Started!

Enter command:(CNTRL D)

***STAGE 1.2 - PRINTING SEEDS.***

A farmer should be able to find out their seeds inventory. This is done in the simulation using the Printing All Seeds command. This command will print all the current seeds that a farmer has at their disposal, in the order the seeds were initialised.

The Printing All Seeds command is specified by the command argument a. The output should be given in the following format:

Seeds at your disposal:

- m seed(s) with the name 'n'

...

where m is the amount of seeds with the name n for all seeds that the farmer currently has.

***STAGE 1.2 OUTPUTS***

**./cse\_valley**

Welcome to CSE Valley, farmer!

Congratulations, you have received 60 seeds.

How many different seeds do you wish to have? **3**

Enter the names of the seeds to be given:

**b**

**c**

**a**

Game Started!

Enter command: **a**

Seeds at your disposal:

- 20 seed(s) with the name 'b'

- 20 seed(s) with the name 'c'

- 20 seed(s) with the name 'a'

Enter command:

### ***STAGE 1.3: Printing One Seed***

In order to be able to plan their day of seed planting, a farmer needs to be able to find out the amount of seeds of a particular type. This is done through the Printing One Seed command. The command is specified by the character s, followed by the seed\_name the farmer wish to find out. The output should be given in the format:

There are m seeds with the name 'n'

where m is the number of seeds and n is the name of the seed.

#### Invalid Inputs and Clarifications

If the farmer puts in an invalid seed name (i.e. something other than a lowercase letter), your program should give an output of:  
 Seed name has to be a lowercase letter

If the farmer asks you to print out a valid seed name that you do not have in your collection, your program should give an output of:  
 There is no seed with the name 'n'

* where n is the seed\_name.

***STAGE 1.3 OUTPUTS***

**./cse\_valley**

Welcome to CSE Valley, farmer!

Congratulations, you have received 60 seeds.

How many different seeds do you wish to have? **2**

Enter the names of the seeds to be given:

**b**

**c**

Game Started!

Enter command: **s b**

There are 30 seeds with the name 'b'

Enter command: **s a**

There is no seed with the name 'a'

Enter command: **s ?**

Seed name has to be a lowercase letter

Enter command: