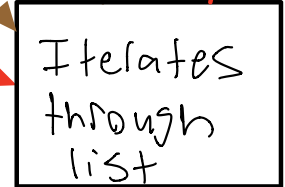
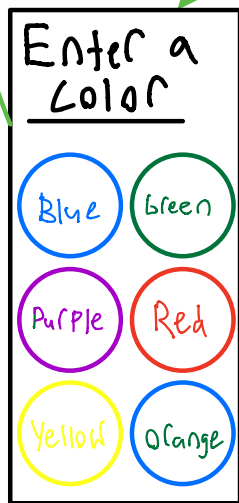
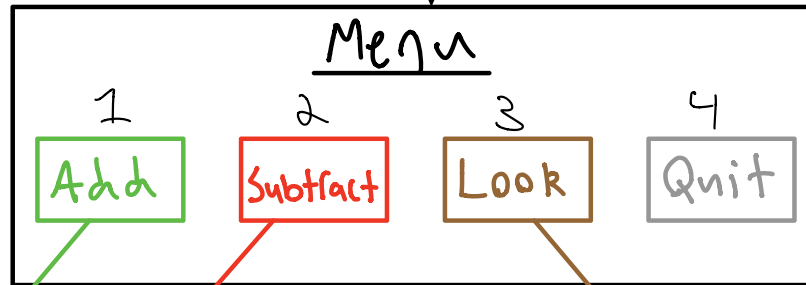
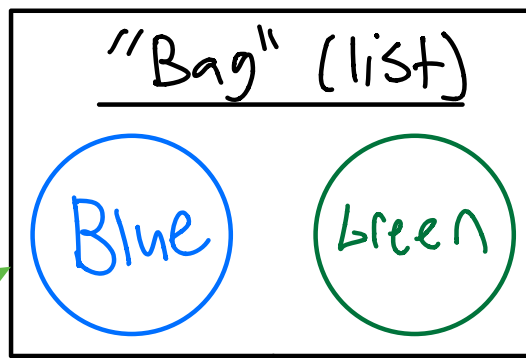


Marbles:
Color



Shows each item

Bag.erase to erase first of the color

bag.push_back to add color



Test	Guess	Outcome
user input that's not a color	Tells the user to try again	Loops back around and tells user to try again
user input is an integer	Tells the user to try again	Loops back around and tells user to try again
Removing a marble from an empty bag	It will act like something was removed and return to the main menu	Program doesn't loop back to the main menu. I think it's because there's nothing to iterate through and it gets stuck.