

CS202 Project 2 Documentation

So my first project 1 code was absolutely terrible. It was sloppy, long, tedious, and just overall a mess. I ended up going through replacing all my arrays to the proper arrays of structures. I then had to wipe out all my switch and case statements and cutting down on the code with much slimmer and more practical code that made more sense. I then changed the layout of my text file to outputting the integer value, name of the suit, and a comma separating the pairs. A period separates the first group of integers and strings (waste pile) and the second group of integers and strings (tableau). My shuffle function is great, and really makes the game random for solitaire.

The overall purpose of the program is to shuffle a deck of cards, input it to a waste pile and a tableau for solitaire, and then show only the cards you would see if you were playing a real game of solitaire. My design for the program is a basic menu system. The first part of the menu randomizes a deck, and starts a new game displaying the cards to the screen and writing the game to a text file. The Second part of the menu is very simple. It prompts for a text file name, loads that file, and outputs that saved game to the screen. The last option is simply to quit out of the game.

I went through and got everything working perfectly except for one crucial thing. I cannot get my prompt for a file name under the second menu option to work properly. It outputs the prompt to the screen, and then allows the user to input a name with a file extension. An example would be "cardlist.txt" I have gone through my code, and read on the discussion board that someone else was having the same problem, but under the advice given I couldn't figure out why I was getting a core dump. My array has plenty of space and theatrically from my perspective it looks like it would work fine. If I had more time, I would test out my variable for the name and try getting this piece of my program to work correctly.