

# Major Assignment #3a - The Amazing Race variant

*This assignment can be used to **replace** Assignment #3, if you find Assignment #3 too easy.*

**This is a difficult assignment that typically requires knowledge beyond what is normally covered in this course. You can earn a bonus (detailed below) on this assignment. Since it is assumed that you have advanced knowledge, Carlo will not provide you with assistance on how to do this assignment.**

**Do not attempt this unless you feel very confident that you can do it. If completing Assignment #3 takes you more than one hour, you should not attempt this assignment.**

The Amazing Race is a television show in which contestants frequently have to fly from one city to another as quickly as possible, without concern for cost.

The flight schedules are as follows:

## Departing Toronto (city 1):

Destination	Departure	Flying Time	Departure	Flying Time	Departure	Flying Time
<b>Atlanta</b>	6:25a	2:20	9:10a	4:50	12:30p	4:15
	4:10p	6:10	8:00p	2:15		
<b>Denver</b>	7:30a	3:35	3:00p	6:00		
<b>Chicago</b>	6:40a	1:20	every 60 minutes from 7:40a to 2:40p	1:35	every 60 minutes from 3:30p to 7:30p	1:45
	9:00p	1:30	10:00p	1:15		

## Departing Atlanta (city 2):

Destination	Departure	Flying Time	Departure	Flying Time	Departure	Flying Time
<b>Toronto</b>	7:10a	2:10	10:30a	4:10	3:00p	3:50
	5:10p	6:10	9:00p	2:20		
<b>Austin</b>	9:00a	2:10	3:30p	2:50	8:00p	2:30
<b>Denver</b>	6:00a	3:00	1:20p	5:00	5:10p	2:50
<b>Chicago</b>	6:50a	2:10	every 60 minutes from 7:50a to 2:50p	3:00	every 60 minutes from 3:50p to 7:50p	2:30
	8:30p	2:10				

**Departing Austin (city 3):**

<b>Destination</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>
Atlanta	9:10a	2:20	3:00p	2:20	9:30p	2:30
Denver	10:30a	2:20	6:20p	2:20		
Santa Fe	5:00p	0:55				

**Departing Santa Fe (city 4):**

<b>Destination</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>
Austin	3:00p	0:45				

**Departing Denver (city 5):**

<b>Destination</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>
Toronto	6:30a	4:10	10:30a	5:20	2:00p	5:00
Atlanta	6:00a	3:10	1:00p	3:20	3:00p	3:50
Austin	12:00p	2:00	3:00p	2:20		
Chicago	7:00a	2:20	every two hours from 8:00a to 4:00p	2:50	6:30p	2:40

**Departing Chicago (city 6):**

<b>Destination</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>	<b>Departure</b>	<b>Flying Time</b>
Toronto	7:40a	1:10	every 60 minutes from 9:10a to 5:10p	2:30	7:10p	2:00
	9:10p	2:10				
Atlanta	6:50a	2:10	every 60 minutes from 8:00a to 8:00p	2:40	9:50p	3:00
Denver	9:00a	2:10	every two hours from 11:30a to 5:30p	2:20	9:00p	2:50
Buffalo	11:00a	2:00	1:10p	1:50	3:00p	2:30

	6:00p	2:10				
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### Departing Buffalo (city 7):

Destination	Departure	Flying Time	Departure	Flying Time	Departure	Flying Time
Chicago	9:40a	1:40	11:10a	1:50	5:40p	2:40
	8:10p	2:20				

## Functional Requirements

- Write a program that will find the best route (i.e. least amount of time from departure to final arrival) from one city to another. If you successfully do this, **you could get a maximum mark of 200%.**
  - If you **cannot** write a program that finds the **best** route, you can write one that finds any route. If you successfully do this, you could get a maximum mark of **120%.**
  - If you hand this assignment in and you do it badly, you would probably be better off handing in Assignment 3 instead. Really.
- The user must provide the starting and ending cities as a **number**. The numbers corresponding to each city are shown in the table above. Do not change the numbers for the cities.
- The user will also specify a starting time. The time must be entered in 24 hour time without a colon (e.g. "412", "1120", "1500", "2359").
- When you get input from the user, the order must be starting city, ending city, starting time.
- Do not have extra user input (including "Press any key to continue") beyond getting the starting and ending cities repeatedly.
- Don't clear the screen when doing output.
- Spelling and consistency in your output is important. Also, make good use of blank lines to separate unrelated parts of your output.
- The program must not produce incorrect output or crash or hang if invalid input is used. You must use getNum() function from Assignment 2 for getting input.
  - You are not responsible for handling excessively long input lines or numbers out of the range of an int variable.
- The program must loop until invalid input is entered **or** until the user chooses a menu item that indicates that they want to quit (either one; you don't have to support both).
- The result must be calculated and displayed (**in correct hh:mm format**; not hours only or minutes only) when appropriate. The result should include all layovers between cities.
- You can assume (unrealistically) that if you land in a city at exactly the same time that your connecting flight leaves, you can immediately get on that connecting flight (let's assume that the airline will hold the plane for you (you're such a special person!) ).
- You must take time zones into account. It is your job to find out what the time zones are for each city. Assume standard time, not daylight time (this will only affect what you

display as the time zone in the output). Cities are in the Eastern, Central, and Mountain time zones (EST, CST, and MST, respectively).

- When printing the output, list each leg of the plan (with times and timezones included).
- Do not clear the screen at all. It is OK to display blank lines at the end of your loop to space the output out.

## Other Requirements

- It must use good structured design principles to modularize your code into functions. Having most of your code in one function is very bad design and will pretty much guarantee that you won't get the bonus.
- It must not use global variables or goto.
- Assume that the user will always enter less than 80 characters.
- The program must be commented adequately and indented correctly.

## Checklist Requirements

- Create a requirements checklist. This should contain the specific requirements from this assignment as well as any relevant requirements that have been covered in lecture or that are found in the SET Coding Standards or SET Submission Standards. Do it in whatever form you wish. Hand in your completed checklist in PDF form as checklist.pdf. Put the checklist.pdf file in the same directory as your source file. Not having this checklist will result in a cap of 80 on your mark.

## Submission Requirements

- Call your project and solution cA3a.
- Call your source code file cA3a.cpp.
- Do not hand in any other source files.
- Follow the instructions in the SET Submission Standards and the lecture on Submitting Assignments to submit your program. After you create your ZIP file to prepare for submission, call the ZIP file cA3a.zip. Then, submit cA3a.zip to the Major Assignment 3a dropbox.
- Once you have submitted your ZIP file, make sure that you've received the eConestoga e-mail confirming your submission. Do not submit that e-mail (simply keep it for your own records until you get your mark).
- Do not submit Assignment 3a if you also intend to submit Assignment 3. **Submitting both will result in Assignment 3a being ignored (which would be a shame).**

## Sample Output (not necessarily the fastest route):

Flying from Chicago to Austin.

Starting from Chicago at 4:02 p.m. CST

Leaving Chicago at 5:00 p.m. CST for Atlanta.

Arriving in Atlanta at 8:40 p.m EST.

Leaving Atlanta at 9:00 a.m. EST next day for Austin.

Arriving in Austin at 10:10 a.m CST.

Total travel time: 18:08