Thank you for using my program.

This document is meant to provide instructions on how to operate the program.

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| **Main menu** – When the user initializes the program, they will be greeted by the main menu listed on the right. The user may use commands such as ‘C’, ‘M’, ‘A’, ‘E’, or ‘Q’ to achieve desirable outcome. |  |
| **Check** – Users may enter ‘C’ to check if a specific number exists and return its index. For example, if the user wishes to check the integer “77”, then the program will return the index of the integer, which is 76. |  |
| If the number does not exist in the list, the system will notify the user that the integer is not found. |  |
| **Modify** – Users may enter ‘M’ to replace the original value at the desirable index with a new value. For example, if the user wishes to replace the number 6 with 17, then they simply need to use ‘M’ and enter the index (5) with the new value in the next line, and system will return both original and new values. |  |
| If the index entered by the user is out of bounds, the system will provide according to notification to the user. |  |
| Similarly, if the user enters anything other than a integer for the new value, such as a string, the system will also notify the user about the invalid input. |  |
| **Add** – Users may enter ‘A’ to add an integer to the end of the list. As seen from the screenshot on the right, the user was able to add 777 at the end of the list as shown by **Check.** |  |
| However, if the user attempted to add anything other than an integer, the system will remind the user to enter an integer instead. |  |
| **Erase** – The user may enter ‘E’ to delete an integer at a desirable index. For example, the user from the screenshot wishes to delete the integer at index 5, which is 6. As seen, the number 6 no longer exist after completion of the erase function. |  |
| **Quit** – The user may terminate the program using ‘Q’. |  |