Compilation

```
jamess-imac:program AcousticTime$ g++ -c Input.cpp
jamess-imac:program AcousticTime$ g++ -c StringToFloat.cpp
jamess-imac:program AcousticTime$ g++ -o program3b program3b.cpp Input.o
StringToFloat.o
```

Test 1

```
jamess-imac:program AcousticTime$ ./program3b
What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice: a

Invalid Choice, Try again

What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice: 4

Invalid Choice, Try again

What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice:
ffadf

Invalid Choice, Try again

What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice: 1djfd
Enter the file name to access:
```

Test 2

```
jamess-imac:program AcousticTime$ ./program3b
What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice: 2
Enter the file name to access: test2
Enter the amount of numbers to write: a

Invalid number, Try again

Enter the amount of numbers to write: -1

Invalid number, Try again

Enter the amount of numbers to write: 4
Enter number 1: a

Invalid Value, try again

Enter number 1: dafd

Invalid Value, try again

Enter number 1: 5
Enter number 2:
```

Test 3

```
jamess-imac:program AcousticTime$ ./program3b
What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 0 to quit.
Choice: 3
Enter the file name to access: james

What would you like to do with this number, 1?
Enter 1 to accept this number.
Enter 2 to replace this number.
Enter 3 to delete this number.
Enter 4 to insert a new number after current number.
Enter 5 to accept the remainder of the numbers.
Choice: a

Invalid Choice, Try again


What would you like to do with this number, 1?
Enter 1 to accept this number.
Enter 2 to replace this number.
Enter 3 to delete this number.
Enter 4 to insert a new number after current number.
Enter 5 to accept the remainder of the numbers.
Choice: bb

Invalid Choice, Try again


What would you like to do with this number, 1?
Enter 1 to accept this number.
Enter 2 to replace this number.
Enter 3 to delete this number.
Enter 4 to insert a new number after current number.
Enter 5 to accept the remainder of the numbers.
Choice: 7

Invalid Choice, Try again


What would you like to do with this number, 1?
Enter 1 to accept this number.
Enter 2 to replace this number.
Enter 3 to delete this number.
Enter 4 to insert a new number after current number.
Enter 5 to accept the remainder of the numbers.
Choice: 1

What would you like to do with this number, 3?
Enter 1 to accept this number.
Enter 2 to replace this number.
Enter 3 to delete this number.
Enter 4 to insert a new number after current number.
Enter 5 to accept the remainder of the numbers.
Choice:
```
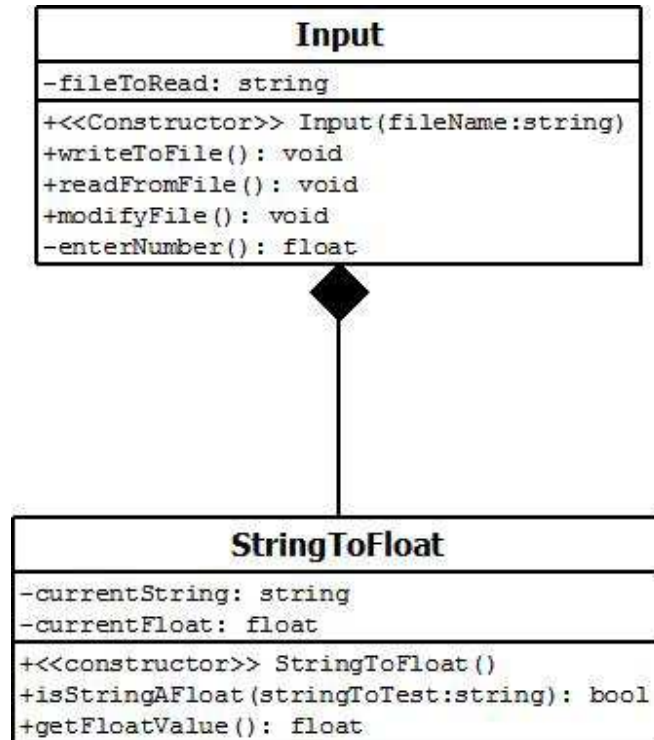
UML Class Diagram

Input
-fileToRead: string
+<<Constructor>> Input(fileName:string) +writeToFile(): void +readFromFile(): void +modifyFile(): void -enterNumber(): float

StringToFloat
-currentString: string -currentFloat: float
+<<constructor>> StringToFloat() +isStringAFloat(stringToTest:string): bool +getFloatValue(): float

UML Use Case Diagram