

## MovieList.h

```
1 /*****
2 * AUTHOR      : Amirarsalan Valipour
3 * STUDENT ID   : 1103126
4 * Assignment #5 : DVD Movie ListIntro to OOP
5 * CLASS        : CS 1B
6 * SECTION      : MW - 7:30 pm - 9:50 pm
7 * DUE DATE     : 12/16/2019
8 *****/
9
10 #ifndef MOVIELIST_H_
11 #define MOVIELIST_H_
12
13 #include "StackList.h"
14
15 class MovieList : public StackList
16 {
17     public:
18
19         /*****
20          *   CONSTRUCTOR / DESTRUCTOR   *
21          *****/
22
23         MovieList();
24
25         ~MovieList();
26
27
28         /*****
29          *   MUTATORS   *
30          *****/
31
32         void CreateList (string inputFileName);
33
34
35
36         /*****
37          *   ACCESSORS   *
38          *****/
39
40         void OutputList (string outputFileName) const;
41
42
43     private:
44
45         string WordAdj (string plot) const;
```

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46
47     void PrintHeader(ostream &outFile, string asName,
48                     int asNum, char asType) const;
49
50     string StringAdj(string plot, int maxLength) const;
51 };
52
53 #endif /* MOVIELIST_H_ */
54
55
56
57     /*****
58     *   CONSTRUCTOR / DESTRUCTOR   *
59     *****/
60
61 /*****
62 * MovieList ();
63 * Constructor; Initialize class attributes
64 * Parameters: none
65 * Return: none
66 *****/
67
68 /*****
69 * ~MovieList ();
70 * Destructor; does not perform any specific function
71 * Parameters: none
72 * Return: none
73 *****/
74
75
76     /*****
77     *   MUTATORS   *
78     *****/
79
80 /
81     *****/
82 *
83 * void CreateList (string inputFileName);
84 *
85 * Mutator; This method will create a movie list using the input
86 * file
87 *
88 * data
89 *
90 -----
91 * Parameter: inFileName (string)

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```
87 *
-----
88 * Return: none
89
*****
*/
90
91
92          /*****
93          *   ACCESSORS   *
94          *****/
95
96 /*****
97 * void OutputList (string oFileName) const;
98 *
99 * Accessor; This method will output the list into the output file
100 * -----
101 * Parameters: oFileName (string)
102 * -----
103 * Return: none
104 *****/
105
106
107 /*****
108 * string WordAdj (string plot) const;
109 *
110 * Accessor; This method adjusts the string and the size of the
    words
111 * -----
112 * Parameters: plot (string)
113 * -----
114 * Return: returnStr (string)
115 *****/
116
117
118 /*****
119 * FUNCTION PrintHeader
120 * -----
121 * This function receives an assignment name, type
122 *   and number then outFiles the appropriate header -
123 *   returns nothing.
124 * -----
125 * PRE-CONDITIONS
126 *
127 *       outFile: Ostream variable
```

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```
128 *      asName : Assignment Name has to be previously defined
129 *      asType : Assignment Type has to be previously defined
130 *      asNum  : Assignment Number has to be previously defined
131 *
132 * POST-CONDITIONS
133 *
134 *      This function will output the class heading.
135 *****/
136
137
138 /
    *****/
    *****/
139 * FUNCTION StringAdj
140 *
    -----
    -----
141 * This function will setup the length for the movie plot.
142 *
    -----
    -----
143 * PRE-CONDITIONS
144 *
145 *      string prompt : original string
146 *      int maxLength : maximum length
147 *
148 * POST-CONDITIONS
149 *
150 *      Returns new adjusted string to fit the length
151
    *****/
    *****/
152
```