

## MyHeader.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 MYHEADER_H_
11 #define MYHEADER_H_
12
13 // Preprocessor Directives
14
15 #include <iostream>
16 #include <iomanip>
17 #include <string>
18 #include <limits>
19 #include <fstream>
20 #include <ios>
21
22 using namespace std;
23
24 // User Defined Types go here (more on this later)
25
26 struct DVDNode
27 {
28     string title;           //store movie's title
29     string leadingActor;    //store leading actor/actress
30     string supportingActor; //store supporting actor/actress
31     string genre;           //store movie's genre
32     string alternateGenre;  // store movie's alternate genre
33     int year;               // store movie's release year
34     int rating;             // store movie's rating
35     string synopsis;        // store movie's synopsis
36     DVDNode *next;          // linked list next pointer
37 };
38
39 // Prototypes go here
40
41 /*****
42 * PrintHeader
43 * This function receives receives an assignment name, type
44 * and number then outputs the appropriate header
45 * - returns nothing -> This will output the class heading.
```

## MyHeader.h

```
46 *****/
47
48 void PrintHeader(ostream &outFile,      //IN & OUT – OUTPUT FILE
49                 string  asName,        //OUT – ASSIGNMENT NAME
50                 int     asNum,         //OUT – ASSIGNMENT NUMBER
51                 char     asType);      //OUT – ASSIGNMENT TYPE
52
53
54 /*****
55  * StringAdj
56  *   This function will setup the length for the movie plot.
57  *   – returns the new adjusted string
58  *****/
59
60 string StringAdj(string plot, int maxLength);
61
62 #endif /* MYHEADER_H_ */
63
```