

## Menu.cpp

```
1 /*****
2  * PROGRAMMER : Ali Eshghi & Amirarsalan Valipour
3  * STUDENT ID : 1112261 & 1103126
4  * CLASS      : CS1B
5  * SECTION    : MW 7:30pm
6  * Assign #2  : tic-tac-toe game (multi-dimensional arrays)
7  * DUE DATE   : 19 September 2019
8  *****/
9
10 #include "MyHeader.h"
11 #include "ClassHeader.h"
12
13 /*****
14  * Menu
15  * This function outputs the main menu and gets the user's choice for the menu
16  * options
17  *
18  * RETURNS: ineger
19  *****/
20
21 int Menu()
22 {
23     /*****
24      * VARIABLES *
25      *****/
26
27     int menuOption; //IN - user input for menu
28     bool checkInp;  //PROCESS - input check
29
30     /*****
31      * INITIALIZE *
32      *****/
33
34     checkInp = false;
35
36
37     //do while loop for error checking
38     do
39     {
40         //INPUT
41
42         cout << "1 - Initialize the Animals " << endl;
43         cout << "2 - Change Age" << endl;
44         cout << "3 - Change Value" << endl;
45         cout << "4 - Display" << endl;
46         cout << "0 - Exit" << endl;
47
48         cout << "Enter Selection: ";
49
50
51         //CHECKS FOR THE CHAR INPUT
52
53         if (!(cin >> menuOption))
54         {
55             cin.clear();
```

## Menu.cpp

```
56         cin.ignore(numeric_limits<streamsize>::max(), '\n');
57
58         cout << endl;
59         cout << "**** Please input a NUMBER between 0 and 4 ****";
60         cout << endl << endl;
61
62         checkInp = false;
63
64     }
65
66     //CHECKS FOR THE RANGE ERROR
67
68     else if (menuOption >= 5 || menuOption <= -1 )
69     {
70
71         cout << endl;
72         cout << "**** The number " << menuOption
73         << " is an invalid entry ****" << endl;
74         cout << "**** Please input a number between 0 and 4 ****";
75         cout << endl << endl;
76
77         checkInp = false;
78
79     }
80
81     //PASS
82
83     else
84     {
85
86         cin.ignore(numeric_limits<streamsize>::max(), '\n');
87         checkInp = true;
88
89     }
90
91     }while(!checkInp);
92
93     //returns an integer to the main
94     return menuOption;
95 }
96
```