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CCPROG1 - S12

Name	Short Description	Return Type	Parameters
newLine	Prints newlines based on amount specified in the nLines parameter.	void	• nLines (integer) is the number of newlines desired.
clrScreen	Clears the command line screen.	void	n/a
startGame	Asks user for Y/N input to start the game at the beginning of the program.	int – value of 1 to continue game, 0 to exit and stop the program.	n/a
displayDebateDetails	Displays the debate number, topic, affirmative team, and opposing team.	void	• nDebateNum (integer) is the current debate iteration.
displayRoundNumber	Displays the round number.	void	• nRound (integer) is the current round number
displayArgChoices	Displays argument choices based on respective debate number.	void	• nDebateNum (integer) is the current debate iteration • nRound (integer) is the current round number
playerSelectStatement	Asks user to input 1, 2, 3, or 4 to choose an argument.	char – choice inputted by the player	n/a
playerRoundScoreSummary	Displays the player's argument choice, as well as additions and deductions to points with "justifications."	void	• nDebateNum (integer) is the current debate iteration • nRepetitionStatus (integer) is 0 for no repetition of choice, and 1 when a choice is repeated • cChoice (character) is the choice selected by the user (1, 2, 3, or 4) • nScoreAdded (integer) is the number of points added to the player's score

			• nPenalty (integer) is the number of points deducted from the player's score
playerAddScore	Computes for the player's score for each round and keeps track of the choices chosen each round as well as how many times it was used in the debate.	void	• nDebateNum (integer) is the current debate iteration • nRound (integer) is the current round number • cChoice (character) is the choice selected by the user (1, 2, 3, or 4) • nPlayerTotalScore (integer*) is the current total score of the player • nPlayerScoreRoundOne (integer*) is the number of points obtained by the player in round one. • nPlayerScoreRoundTwo (integer*) is the number of points obtained by the player in round two. • nPlayerScoreRoundThree (integer*) is the number of points obtained by the player in round three. • nFirstChoiceCount (integer*) is the number of times the player chose the first choice. • nSecondChoiceCount (integer*) is the number of times the player chose the second choice. • nThirdChoiceCount (integer*) is the number of times the player chose the third choice. • nFourthChoiceCount (integer*) is the number of times the player chose the fourth choice. • nRoundOneChoice (integer*) is the player's choice in round one of the debate.

			• nRoundTwoChoice (integer*) is the player's choice in round two of the debate. • nRoundThreeChoice (integer*) is the player's choice in round three of the debate.
botRoundScoreSummary	Displays the bot's argument choice, as well as additions and deductions to points with "justifications."	void	• nDebateNum (integer) is the current debate iteration. • nRound (integer) is the current round number. • nBotScoreAdded (integer) is the number of points added to the bot's score. • nBotPenalty (integer) is the number of points deducted from the bot's score.
botAddScore	Computes for the bot's score each round.	void	• nDebateNum (integer) is the current debate iteration. • nRound (integer) is the current round number. • nBotTotalScore (integer*) is the current total score of the bot. • nBotScoreRoundOne (integer*) is the number of points obtained by the bot in round one. • nBotScoreRoundTwo (integer*) is the number of points obtained by the bot in round two. • nBotScoreRoundThree (integer*) is the number of points obtained by the bot in round three.
convertASCIIValueToInt	Used mainly for nRoundXChoice variables to convert from cChoice ASCII	void	• nRoundOneChoice (integer*) is the player's choice in round one of the debate. • nRoundTwoChoice (integer*) is the player's

	value to proper integer.		choice in round two of the debate. • nRoundThreeChoice (integer*) is the player's choice in round three of the debate.
varDebug	Used to trace certain variables in-between debate rounds for debug purposes.	void	• nPlayerTotalScore (integer) is the current total score of the player. • nPlayerScoreRoundOne (integer) is the number of points obtained by the player in round one. • nPlayerScoreRoundTwo (integer) is the number of points obtained by the player in round two. • nPlayerScoreRoundThree (integer) is the number of points obtained by the player in round three. • nBotTotalScore (integer) is the current total score of the bot • nBotScoreRoundOne (integer) is the number of points obtained by the bot in round one. • nBotScoreRoundTwo (integer) is the number of points obtained by the bot in round two. • nBotScoreRoundThree (integer) is the number of points obtained by the bot in round three. • nFirstChoiceCount (integer) is the number of times the player chose the first choice. • nSecondChoiceCount (integer) is the number of times the player chose the second choice. • nThirdChoiceCount (integer) is the number

			of times the player chose the third choice. • nFourthChoiceCount (integer) is the number of times the player chose the fourth choice. • nRoundOneChoice (integer) is the player's choice in round one of the debate. • nRoundTwoChoice (integer) is the player's choice in round two of the debate. • nRoundThreeChoice (integer) is the player's choice in round three of the debate.
checkBonuses	Checks for bonus conditions and returns sum of bonus points.	void	• nFirstChoiceCount (integer) is the number of times the player chose the first choice. • nSecondChoiceCount (integer) is the number of times the player chose the second choice. • nThirdChoiceCount (integer) is the number of times the player chose the third choice. • nFourthChoiceCount (integer) is the number of times the player chose the fourth choice. • nRoundOneChoice (integer) is the player's choice in round one of the debate. • nRoundTwoChoice (integer) is the player's choice in round two of the debate. • nRoundThreeChoice (integer) is the player's choice in round three of the debate.

displayDebateSummary	Displays the point summary of the debate.	void	• nDebateNum (integer) is the current debate iteration. • nPlayerTotalScore (integer) is the current total score of the player • nPlayerScoreRoundOne (integer) is the number of points obtained by the player in round one. • nPlayerScoreRoundTwo (integer) is the number of points obtained by the player in round two. • nPlayerScoreRoundThree (integer) is the number of points obtained by the player in round three. • nBotTotalScore (integer) is the current total score of the bot • nBotScoreRoundOne (integer) is the number of points obtained by the bot in round one. • nBotScoreRoundTwo (integer) is the number of points obtained by the bot in round two. • nBotScoreRoundThree (integer) is the number of points obtained by the bot in round three. • nFirstChoiceCount (integer) is the number of times the player chose the first choice. • nSecondChoiceCount (integer) is the number of times the player chose the second choice. • nThirdChoiceCount (integer) is the number of times the player chose the third choice. • nFourthChoiceCount (integer) is the number

			of times the player chose the fourth choice. • nRoundOneChoice (integer) is the player's choice in round one of the debate. • nRoundTwoChoice (integer) is the player's choice in round two of the debate. • nRoundThreeChoice (integer) is the player's choice in round three of the debate.
continueGame	Asks user for Y/N input to continue to the next debate after the end of the first or second debate.	int – value of 1 to continue game, - to exit and stop the program.	• nDebateNum (integer) is the current debate iteration.