Andres Dalisay  
CCPROG1 - S12

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| **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. |
| botStatement | Computes for the bot's score each round and displays their choices and points added and deducted. | 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 value to proper integer. | void | * 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. |
| 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. |