

Page 5

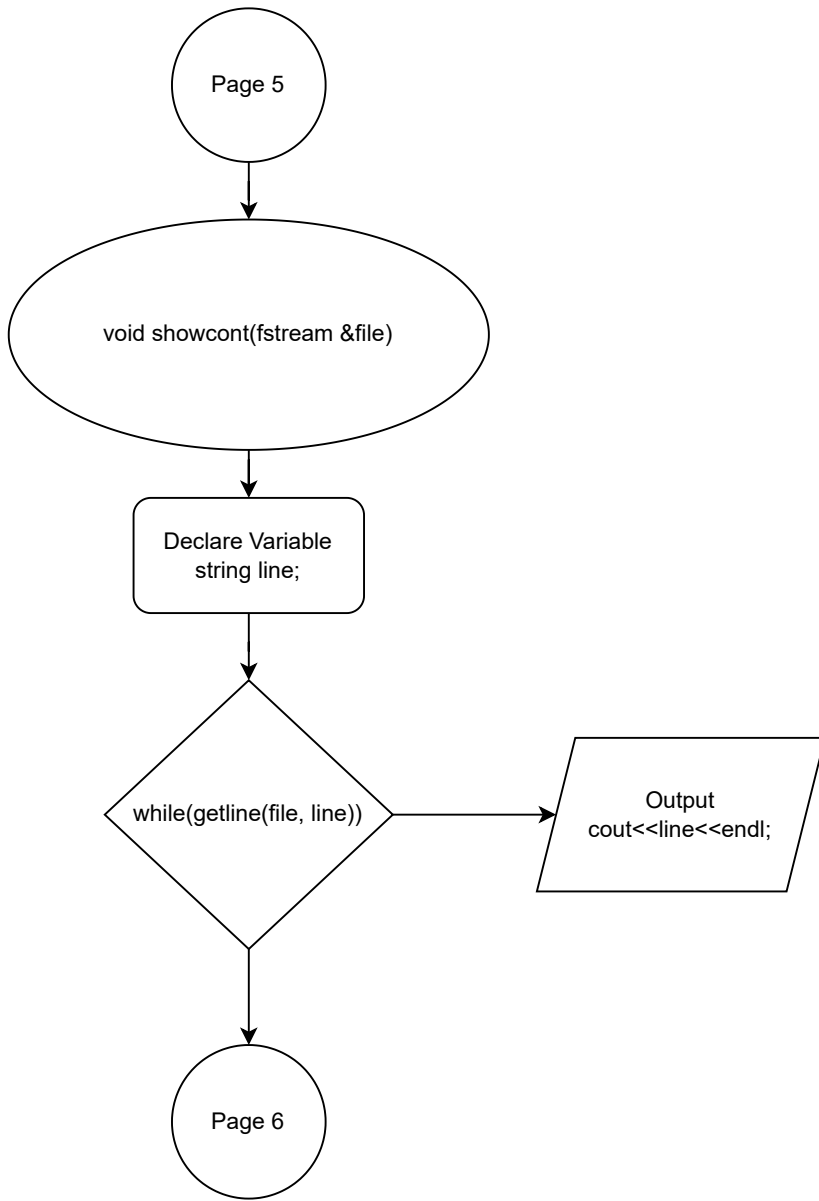
void showcont(fstream &file)

Declare Variable
string line;

while(getline(file, line))

Output
cout<<line<<endl;

Page 6



Page 6

int search(int arr[], int n, int x)

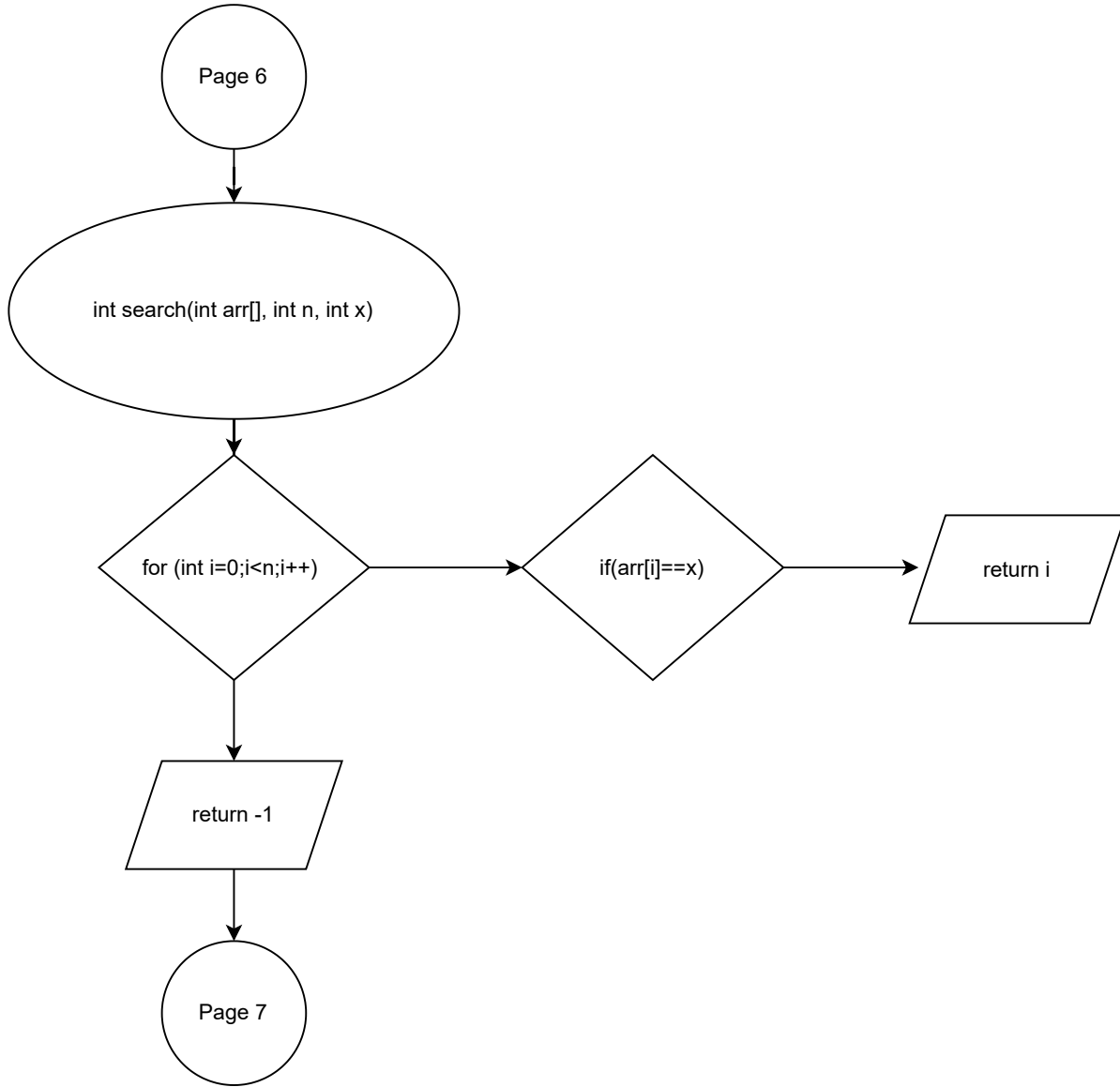
for (int i=0;i<n;i++)

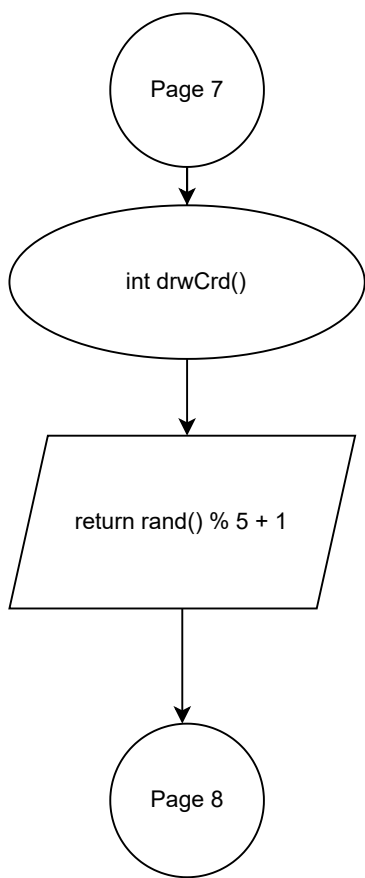
if(arr[i]==x)

return i

return -1

Page 7





void dsplyhd(const string *lines, const char *line)

for(int x=0;x<7;x++)

cout<<*(lines+x)

```
cout<<line
cout<<"\nObjective: Be the first player to reach the Candy Castle by "
      "making it to end of the path.\n\n";
cout<<"Contents: 1 Colorful Gameboard with 85 linear spaces\n";
cout<<setw(40)<<"2 Gingerbread Character Pawns\n";
cout<<setw(33)<<"64 Cards Numbered 1-5\n\n";
```

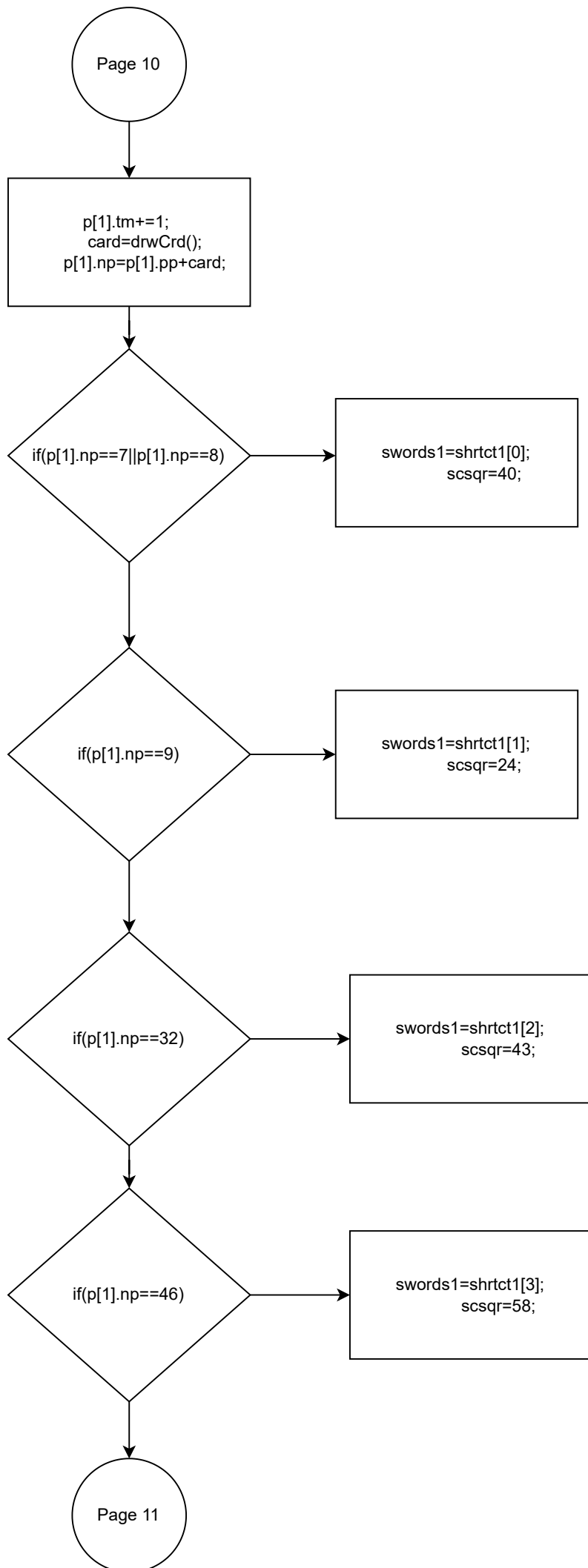

void pturn(struct Player p[NUM_PLAYERS])

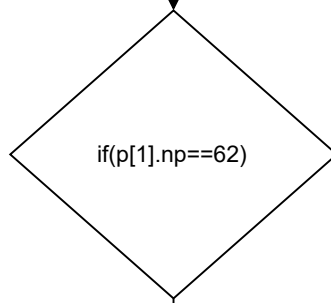
```

    Declare Variables
    char draw
    //PLAYER ONE VARIABLES
    string shrtct1[SIZE1]={"You Reached Rainbow Trail: go to 40", //Shortcut Description for player 1
        "You Encounter Lord Licorice: 9 to 24",
        "You Discover Gumdrops Pass: 32 to 43",
        "You Chat With Mr. Mint: 46 to 58",
        "You see Queen Frostine: 62 to 73",
        "You find a magic candy bar: 3 to 9"};
    string swords1; //shortcut phrase to display
    p[1].tm=0; //Total moves player 1 has undergone
    int card=0; //card that player 1 draws
    int scsq=0; //New square dictated by possible shortcut
    p[1].pp=0;
    p[1].np=0;
    int arr[SIZE1]={1,2,3};
    int n = sizeof(arr)/sizeof(arr[0]);
    int x=drwCrd();
    int index=search(arr, n, x);
    //PLAYER TWO VARIABLES
    string shrtct2[SIZE1]={"You Reached Rainbow Trail: go to 40",
        "You Encounter Lord Licorice: 9 to 24",
        "You Discover Gumdrops Pass: 32 to 43",
        "You Chat With Mr. Mint: 46 to 58",
        "You see Queen Frostine: 62 to 73",
        "You find a magic candy bar: 3 to 9"};
    string swords2; //Shortcut phrases for player 2
    p[2].tm=0; //Total moves player 2 has undergone
    int card2=0; //card that player 2 draws
    int scsq2=0; //New square dictated by possible shortcut
    p[2].pp=0;
    p[2].np=0;
    
```

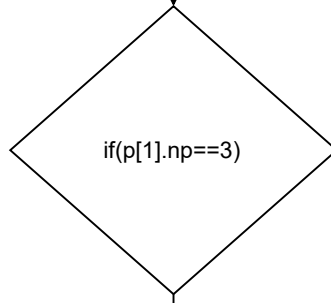
do while
draw!='d'

Output
"Enter 'd' to draw a card for each player.\n"
Input
cin>>draw



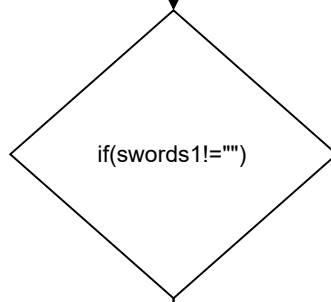


```
swords1=shrtct1[4];  
scsq=73;
```



```
swords1=shrtct1[5];  
scsq=pow(p[1].np,2);
```

```
Output  
cout<<"\nPlayer 1";  
cout<<"\n-----";  
cout<<"\nMove # - Card Drawn(1-5) - Current Position - New Position - shortcut Tile Reached(if any)\n";  
cout<<"\n-----";  
cout<<setw(3)<<p[1].tm<<setw(12)<<card<<setw(18)<<p[1].pp<<setw(19)<<p[1].np<<setw(45)<<swords1;  
cout<<"\n-----";  
cout<<"\n";
```



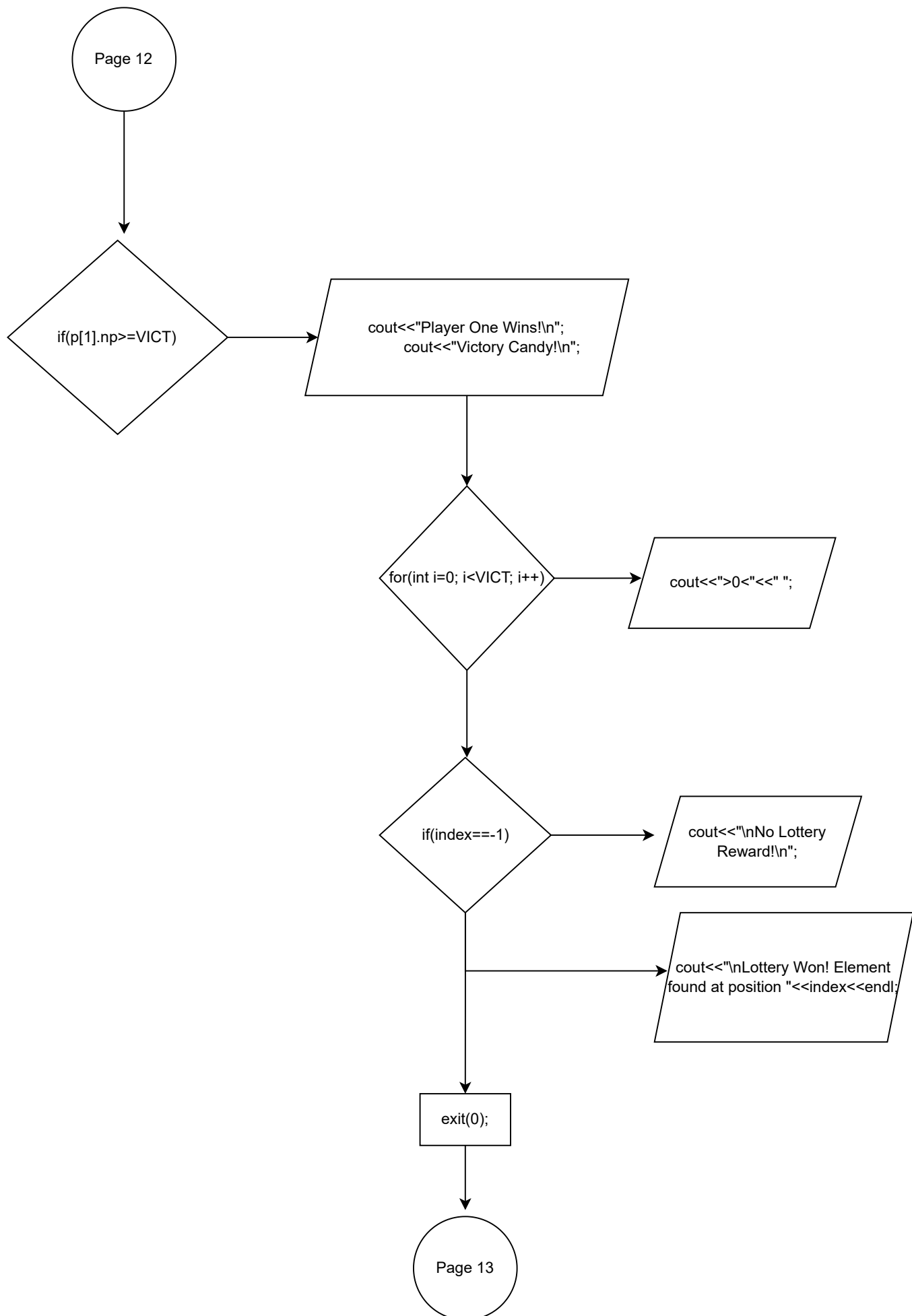
true

```
p[1].pp=scsq
```

false

```
p[1].pp=p[1].np;
```

```
swords1=""
```



```
p[2].tm+=1;  
card2=drwCrd();  
p[2].np=p[2].pp+card2;
```

if(p[2].np==7||p[2].np==8)

```
swords2=shrtct2[0];  
scsq2=40;
```

if(p[2].np==9)

```
swords2=shrtct2[1];  
scsq2=24;
```

if(p[2].np==32)

```
swords2=shrtct2[2];  
scsq2=43;
```

if(p[1].np==46)

```
swords1=shrtct1[3];  
scsq=58;
```

```
if(p[2].np==62)
```

```
swords2=shrtct2[4];  
scsq2=73;
```

```
if(p[2].np==3)
```

```
swords2=shrtct2[5];  
scsq2=pow(p[2].np,2);
```

Output

```
cout<<"\nPlayer 2";
```

```
cout<<"\n-----";  
cout<<"\nMove # - Card Drawn(1-5) - Current Position - New Position - shortcut Tile Reached(if any)\n";  
cout<<"\n-----";  
cout<<setw(3)<<p[2].tm<<setw(12)<<card2<<setw(18)<<p[2].pp<<setw(19)<<p[2].np<<setw(45)<<swords2;  
cout<<"\n-----";
```

```
if(swords2!="")
```

true

```
p[2].pp=scsq2
```

false

```
p[2].pp=p[2].np;
```

```
swords2=""
```

