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**Video Game and Console Inventory System**

The Video Game and Console Inventory System is a program designed to receive input from the user about video games and video consoles that they own and then store that input. When the user begins the program, they have several options. The first two are input options, wherein the user can select one or the other to input information for a console or video game, respectively. After inputting the desired number of consoles and games, the user can then choose to select the third option, to display the console information, or to select the fourth option, to display the video game information. If they decide to select the fifth option, the user is presented with statistical information that shows the average age of their consoles, the average price of their games, and the average age of those games. The penultimate option, when selected writes the information input from the user to a file titled, “ConsoleAndGameInfo.txt.” And, finally, selecting the last option exits the program when the user decides they are finished.

**Instructions**

1. Upload source file and open in Windows Visual.
2. Select either “Local Windows Debugger” or “Start Without Debugger.”
3. The program will display the title, followed by several options. To begin by entering a video game console, select “1” and hit enter on the keyboard.
   1. Read the brand options for a console, then input the corresponding to the console brand you wish to enter, then hit enter on the keyboard.
   2. Input the name of the console you wish to enter, then hit enter on the keyboard.
   3. Input the year of the console's release, then hit enter on the keyboard.
   4. The main menu will again display. If you wish to input another console, follow the instructions for “3,” again. Otherwise, move on to “4.”
4. To input a game, select “2” and hit enter on the keyboard.
   1. Enter the name of the game you wish to enter, then hit enter on the keyboard.
   2. Enter the name of the console the game uses, then hit enter on the keyboard.
   3. Enter the genre of the game, then hit enter on the keyboard.
   4. Enter the year the game was released, then hit enter on the keyboard.
   5. Enter the name of the development studio, then hit enter on the keyboard.
   6. Enter the game price, then hit enter on the keyboard.
   7. The main menu will again display. If you wish to input another game, follow the instructions for “4,” again. Otherwise, move on to “5.”
5. To display console information, select “3,” then hit enter on the keyboard.
6. To display game information, select “4,” then hit enter on the keyboard.
7. To display console and game statistics, select “5,” then hit enter on the keyboard.
8. To write the data to “ConsoleAndGameInfo.txt,” select “6,” then hit enter on the keyboard.
9. To exit the program, select “7,” then hit enter on the keyboard.

**List of Inputs and Outputs**

* **Inputs:**
  + Console Input
    - Console Brand (Enumerator)
    - Console Name (String)
    - Release Date (Int)
  + Game Input
    - Game Name (String)
    - Console Platform (String)
    - Game Genre (String)
    - Release Date (Int)
    - Development Studio (String)
    - Price (Double)
* **Outputs:**
  + Console Output
    - Console Brand
    - Console Name
    - Release Date
  + Game Output
    - Game Name
    - Console Platform
    - Game Genre
    - Development Studio
    - Price
  + Statistics
    - Average Console Age
    - Average Game Age
    - Average Game Price