

Winter 2018

## Contacts

### Assignment 2

Assignment 2 uses assignment 1 and focuses on a “Contact Management System”. This assignment continues to emphasize modularization by compartmentalizing highly cohesive and tightly coupled tasks into modules (\*.h and \*.c files). This strategy will reduce redundant coding throughout all parts of the application.

### Deadlines

This assignment is broken into four (4) parts:

Milestone	Due Date
1	In-lab the week it is assigned
2	2 Days before the next Lab class
3	In-lab the week it is assigned
4	2 Days before the next Lab class

### Milestone 1 (10%)

(Due in your Lab Class the week it is assigned)

Download or clone Assignment 2 (**A2**) from <https://github.com/Seneca-144100/IPC-Project>

Open the project file **A2MS1** and look inside (expand “Header Files” and “Source Files” folders – see figure 2.1.1). You will find two modules:

Module	Header File	Source File
Contacts	contacts.h	contacts.c
Contact Helpers	contactHelpers.h	contactHelpers.c

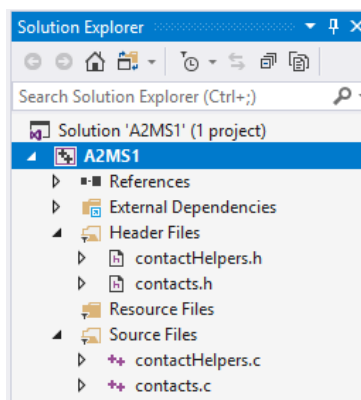


Figure: 2.1.1 – Visual Studio Project Contents

## Contacts Header File (.h)

### Structures

Open the **contacts.h** file and copy the structures (**Name**, **Address**, **Numbers**, and **Contact**) from the file **contacts.h** in *Assignment 1*. Be careful not to paste over the helpful comments in the provided **contacts.h** file!

### Numbers

Modify the **Numbers** structure so that each **C string** member (**cell**, **home**, and **business**) accommodates a 10-digit phone number (ex: **"4163331111"**).

### Function Prototypes

1. Copy the function prototypes (**getName**, **getAddress**, and **getNumbers**) from the file **contacts.h** in *Assignment 1 (Milestone 4)*. Again, be careful not to paste over the helpful comments in the provided **contacts.h** file!
2. Declare an additional function prototype:

```
void getContact(struct Contact *);
```

- This function has one parameter that receives a pointer to a **Contact**.
- The details on how this function should work is described in Milestone 2.

## Contacts Source File (.c)

Open the **contacts.c** source code file.

### Libraries

In order to define the functions that were declared as prototypes in the **contacts.h** file, this source file needs visibility of their existence. This is accomplished by including the required header library file. Include the **contacts.h** header file (see source code comments).

### Function Definitions

1. Copy the function definitions (**getName**, **getAddress**, and **getNumbers**) from the file **contacts.c** in *Assignment 1 (Milestone 4)*.
2. Add an **empty** definition for the new function **getContact** (see the prototype declared in the **contacts.h** file) – refer to the source comments for placement. For this milestone you don't have to define the details for this function (this will be done in Milestone 2) so for now, specify an empty code block:

```
getContact function header goes here...  
{  
    // Use an open and close curly brace with a blank line  
}
```

## Contact Helper Header File (.h)

The contact helper module contains a group of common functions for use in other source code modules in the application. Other modules will be able to access these functions (without having to recode them) by including this header file.

### Function Prototypes

Open the **contactHelpers.h** file. To help you get started, you will notice the prototype for the **clearKeyboard** function is already done for you.

**void clearKeyboard(void);**

- **clearKeyboard** does not return a value and has no parameters.
- The details on how this function should work is described in Milestone 2.

Add the following additional helper function prototypes:

**void pause(void);**

- **pause** does not return a value and has no parameters.
- The details on how this function should work is described in Milestone 2.

**int getInt(void);**

- **getInt** returns an integer value and has no parameters.
- The details on how this function should work is described in Milestone 2.

**int getIntInRange(int, int);**

- **getIntInRange** returns an integer value and receives two (2) integer parameters.
- The details on how this function should work is described in Milestone 2.

**int yes(void);**

- **yes** returns an integer value and has no parameters.
- The details on how this function should work is described in Milestone 2.

**int menu(void);**

- **menu** returns an integer value and has no parameters.
- The details on how this function should work is described in Milestone 2.

**void ContactManagerSystem(void);**

- **ContactManagerSystem** does not return a value and has no parameters.
- The details on how this function should work is described in Milestone 2.

## Contact Helper Source File (.c)

Open the **contactHelpers.c** source code file.

### Libraries

Just as the **contacts.c** source code file included the **contacts.h** header file, the **contactHelpers.c** source code file should include the **contactHelpers.h** header file. Including the header file exposes the prototyped functions before they are defined (see source code comments).

### Function Definitions

Add an empty definition for each function prototyped in the **contactHelpers.h**. You will notice the **clearKeyboard** function has been done for you. Follow this example for the remaining functions (refer to the source code comments for placement).

For this milestone, you don't have to define the details for the functions (the details are described in Milestone 2).

### Milestone 1 Submission

Milestone 1 is to be done in the lab and shown to your instructor, there is no need to submit on matrix.

## Milestone 2 (20%)

**Due 2 days before your next Lab Class.**

Open the project file **A2MS2** and look inside (expand "Header Files" and "Source Files" folders – see figure 2.2.1). You will notice an additional source code file **a2ms2.c** (do not modify this file). This is the main file used to assess your functions to determine if they work to this milestone's specifications.

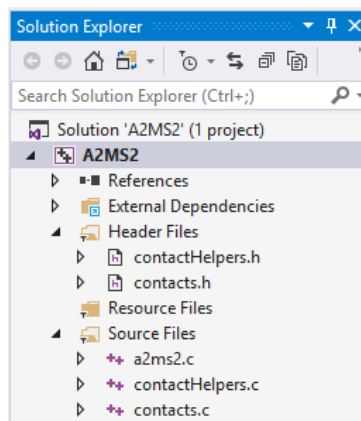


Figure: 2.2.1 – Visual Studio Project Contents

## Header Files

### **contact.h and contactHelpers.h**

There are no changes required to these files for this milestone. Consult the comments provided in the header files (.h) for these modules and copy the appropriate contents from Milestone 1.

## Contact Helper Source File (.c)

1. Open the **contactHelpers.c** source code file.

**Reminder:** Be sure to include the contactHelpers.h header file!

To help you get started, notice that the **clearKeyboard** function is done for you.

2. For the remaining functions, copy the empty functions from the **contactHelpers.c** file in *Milestone 1* (consult the source code comments for placement – be careful not to replace the **clearKeyboard** function that is already provided for you).
3. Complete the full function definition for each function using the descriptions below:

**void clearKeyboard(void);**

- **clearKeyboard** does not return a value and has no parameters.
- This function makes sure the keyboard input buffer is clear of any residual character by reading from the input buffer character by character until it reads a new line character.
- This function is provided for you – please consult the IPC144 course notes in the section “Input Functions” to learn about the standard input output library (stdio) getchar() function.

**void pause(void);**

- **pause** does not return a value and has no parameters.
- This function pauses the execution of the application by displaying a message and waiting for the user to press the <ENTER> key.
- Display the following line and DO NOT include a newline character:

```
>(Press Enter to continue)<
```

- After displaying the above message, call the **clearKeyboard** function.

**Note:** The **clearKeyboard** function is used for a foolproof <ENTER> key entry

**int** getInt(**void**);

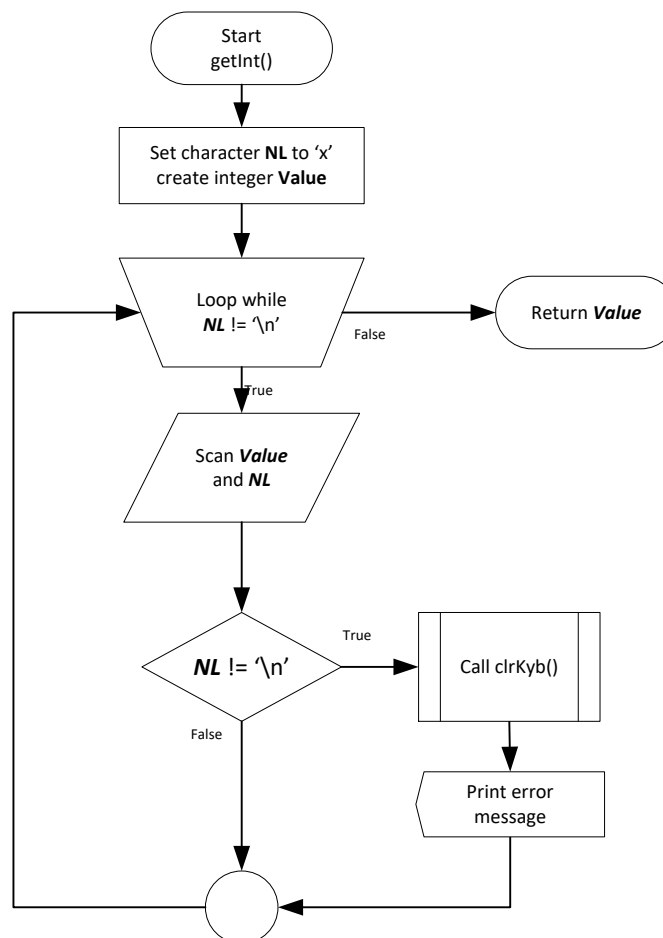
- **getInt** returns an integer value and has no parameters.
- This function gets a valid integer from the keyboard and returns it. If the value entered is not a valid integer an error message should be displayed:  

```
>*** INVALID INTEGER *** <Please enter an integer>: <
```
- This function should continue to prompt the user for a valid integer.
- This function must be foolproof and guarantee an integer value is entered and returned.

### Hint

You can use `scanf` to read an integer and a character ("`%d%c`") in one call and then assess if the second value is a newline character. If the second character is a newline (the result of an <ENTER> key press), `scanf` read the first value successfully as an integer.

If the second value (character) is not a newline, the value entered was not an integer or included additional non-integer characters. If any invalid entry occurs, your function should call the `clearKeyboard` function, followed by displaying the error message described above and continue to prompt for a valid integer. Review the following flowchart that describes this process:



**int getIntInRange(int, int);**

- **getIntInRange** returns an integer value and receives two (2) integer parameters.
- This function uses **getInt** to receive a valid integer and returns it only if the value entered is within the lower-bound (first parameter) and upper-bound (second parameter) range (**inclusive**).
- If the integer entered is not within the valid range, the following error message should be displayed:

```
>*** OUT OF RANGE *** <Enter a number between [param-1] and [param-2]>: <
```

**Note:** Substitute the “[param-1]” and “[param-2]” with the function parameter values

- This function should be a foolproof call to ensure an integer is entered within a given range. Therefore, it should continue to prompt the user for an entry until a valid integer is within the specified range.

**int yes(void);**

- **yes** returns an integer value and has no parameters.
- This function prompts the user for a **single character** entry
- The character entered is only valid if it is a “Y”, “y”, “N”, or “n”. Any other value entered (including more than one character) is an error and should display the following message:

```
>*** INVALID ENTRY *** <Only (Y)es or (N)o are acceptable>: <
```

#### Hint

This function is very similar to the **getInt** function only this function looks for a character as the first value. If the second value is not a newline character it is definitely an error as it won't be a single character entry (be sure to call the **clearKeyboard** function to clear the input buffer). If the second value is a newline character, then assess if the first value is one of the four (4) valid characters. If it isn't one of the valid four (4) characters, then it is an error.

- This function should continue to prompt the user for an entry until one of the four (4) valid characters is entered.
- When a valid value is entered, the function should return an integer value of 1 when the value is “Y” or “y”. Otherwise it should return 0.

**int menu(void);**

- **menu** returns an integer value and has no parameters.
- This function should display the following menu:

```
>Contact Management System<
>-----< (there are 25 dashes)
>1. Display contacts<
>2. Add a contact<
>3. Update a contact<
>4. Delete a contact<
>5. Search contacts by cell phone number<
>6. Sort contacts by cell phone number<
>0. Exit<
><
>Select an option:> <
```

- Prompt for user entry an integer value between the values 0-6 inclusive
- Any other value entered or an integer that is not within the 0-6 range is an error
- The function should continue to prompt for an integer value within the 0-6 range until a valid value is entered.
- When a valid integer value is entered, this value is returned.

#### Hint

This logic sounds familiar... perhaps there is already a function that can help you get an integer value within a specified range...

**void ContactManagerSystem(void);**

- **ContactManagerSystem** does not return a value and has no parameters.
- This function is the heart of the application and will run the whole program.
- This function starts by showing the menu for the system and receives the user's selection
- If the user enters 1, it displays:  
><<< Feature 1 is unavailable >>>< (followed by two (2) newlines)  
If the user enters 2, it displays:  
><<< Feature 2 is unavailable >>>< (followed by two (2) newlines)  
If the user enters 3, it displays:  
><<< Feature 3 is unavailable >>>< (followed by two (2) newlines)  
If the user enters 4, it displays:  
><<< Feature 4 is unavailable >>>< (followed by two (2) newlines)  
If the user enters 5, it displays:  
><<< Feature 5 is unavailable >>>< (followed by two (2) newlines)  
If the user enters 6, it displays:  
><<< Feature 6 is unavailable >>>< (followed by two (2) newlines)  
For selections between 1 and 6, the application should **pause** and then return to displaying the menu.
- If the user enters 0, prompt to exit the application. Display the following:  
>Exit the program? (Y)es/(N)o: <



Wait for the user to enter “Y”, “y”, “N” or “n” (for Yes or No).

If the user replies Yes (“Y”, “y”), it will end the program displaying the following message:

```
>Contact Management System: terminated< (followed by a newline)
```

Otherwise, if the user entered No (“N”, “n”), the application continues to display the menu.

- The following is a general pseudo code for a menu driven user interface. Using this pseudo code is optional. You can use any other logic if you like.

```
Menu driver pseudo code:
while it is not done
    display menu
    get selected option from user
    check selection:
        option one selected
            act accordingly
        end option one
        option two selected
            act accordingly
        end option two
        .
        .
        Exit is selected
            program is done
        end exit
    end check
end while
```

## **Contacts Source File (.c)**

Open the **contacts.c** source code file.

1. Open the **contacts.c** source code file.

**Reminder:** Be sure to include the **contacts.h** header file!

The contact helpers module contains additional functions that can be used to streamline some functions previously coded for getting the **Name**, **Address**, and **Numbers** parts of a **Contact**. To make these helper functions available for use in this source file include the **contactHelpers.h** header file (see the source code comments for placement).

2. Copy the functions from the **contacts.c** file in *Milestone 1* (see the source code comments for placement – be careful not to replace any additional helpful comments)

3. Update the functions `getName`, `getAddress`, and `getNumbers` to use any of the new functions created in the `contactHelpers.h` library (wherever applicable). See source code comments for some suggestions.
4. Update function `getNumbers` so that the cell phone number entry is **mandatory** (don't ask if the user wants to enter this value)
5. Define the new function prototyped in *Milestone 1* `getContact` using the following description:

```
void getContact(struct Contact *);
```

- This function does not return a value but has one parameter that receives a pointer to a `Contact`.
- The purpose of this function is to set the values for a `Contact` using the pointer parameter variable (set the `Contact` it points to).
- Use the pointer parameter received to this function to supply the appropriate `Contact` member to the "get" functions (`getName`, `getAddress`, and `getNumbers`) to set the values for the `Contact`.

## Sample Output

Below is a sample output. User input values are identified in **RED**. Your output should match exactly:

```
-----
Testing: Yes()
-----
Please enter 'Y' > Y
Result: 1
Please enter 'y' > y
Result: 1
Please enter 'N' > N
Result: 0
Please enter 'yes', then 'no', then 'n' > yes
*** INVALID ENTRY *** <Only (Y)es or (N)o are acceptable>: no
*** INVALID ENTRY *** <Only (Y)es or (N)o are acceptable>: n
Result: 0

-----
Testing: pause()
-----
(Press Enter to Continue)   <Enter>

-----
Testing: getInt()
-----
Enter 'ipc', then '144' > ipc
*** INVALID INTEGER *** <Please enter an integer>: 144
Integer entered: 144

-----
Testing: getIntInRange(int,int)
```

```
-----
Enter 'seneca', then '99', then '501', then '250' > seneca
*** INVALID INTEGER *** <Please enter an integer>: 99
*** OUT OF RANGE *** <Enter a number between 100 and 500>: 501
*** OUT OF RANGE *** <Enter a number between 100 and 500>: 250
Integer entered: 250
```

```
-----
Testing: getContact(struct Contact *)
-----
```

```
Please enter the contact's first name: Tom
Do you want to enter a middle initial(s)? (y or n): yes
*** INVALID ENTRY *** <Only (Y)es or (N)o are acceptable>: y
Please enter the contact's middle initial(s): Wong
Please enter the contact's last name: Song
Please enter the contact's street number: one two
*** INVALID INTEGER *** <Please enter an integer>: 99
Please enter the contact's street name: Keele Street
Do you want to enter an apartment number? (y or n): no
*** INVALID ENTRY *** <Only (Y)es or (N)o are acceptable>: n
Please enter the contact's postal code: A8A 3J3
Please enter the contact's city: Toronto
Please enter the contact's cell phone number: 9051116666
Do you want to enter a home phone number? (y or n): n
Do you want to enter a business phone number? (y or n): n
```

Values Entered:

Name: Tom Wong Song

Address: 99|Keele Street|0|A8A 3J3|Toronto

Numbers: 9051116666||

```
-----
Testing: ContactManagerSystem()
-----
```

Contact Management System

- ```
-----
1. Display contacts
2. Add a contact
3. Update a contact
4. Delete a contact
5. Search contacts by cell phone number
6. Sort contacts by cell phone number
0. Exit
```

Select an option:> **9**

\*\*\* OUT OF RANGE \*\*\* <Enter a number between 0 and 6>: **1**

<<< Feature 1 is unavailable >>>

(Press Enter to Continue) **<Enter>**

Contact Management System

- ```
-----
1. Display contacts
2. Add a contact
```

3. Update a contact
4. Delete a contact
5. Search contacts by cell phone number
6. Sort contacts by cell phone number
0. Exit

Select an option:> 4

<<< Feature 4 is unavailable >>>

(Press Enter to Continue) <Enter>

Contact Management System

-----

1. Display contacts
2. Add a contact
3. Update a contact
4. Delete a contact
5. Search contacts by cell phone number
6. Sort contacts by cell phone number
0. Exit

Select an option:> 6

<<< Feature 6 is unavailable >>>

(Press Enter to Continue) <Enter>

Contact Management System

-----

1. Display contacts
2. Add a contact
3. Update a contact
4. Delete a contact
5. Search contacts by cell phone number
6. Sort contacts by cell phone number
0. Exit

Select an option:> 0

Exit the program? (Y)es/(N)o: n

Contact Management System

-----

1. Display contacts
2. Add a contact
3. Update a contact
4. Delete a contact
5. Search contacts by cell phone number
6. Sort contacts by cell phone number
0. Exit

Select an option:> 0

Exit the program? (Y)es/(N)o: y

Contact Management System: terminated

-----  
Testing: Assign#2 - MS #2 test completed  
-----

## Milestone 2 Reflection (20%)

Please provide brief answers to the following questions in a file named [reflect.txt](#).

1. In 3 or 4 sentences explain the term “function” and briefly discuss the need for functions in any language?
2. Briefly explain why you think the "helper" functions are in a different module and why those functions were not included in the "contacts" module?

**Note:** When completing the reflections it is a violation of academic policy to cut and paste content from the course notes or any other published source, or to copy the work of another

## Milestone 2 Submission

If not on matrix already, upload your [contacts.h](#), [contacts.c](#), [contactHelpers.h](#), [contactHelpers.c](#), [a2ms2.c](#), and [reflect.txt](#) files to your matrix account. Compile your code as follows:

```
> gcc -Wall -o ms2 contacts.c contactHelpers.c a2ms2.c <ENTER>
```

This command will compile your code and name your executable “[ms2](#)”. Execute [ms2](#) and make sure everything works properly.

Finally run the following script from your account: (replace profname.proflastname with your professors Seneca userid)

```
~profname.proflastname/submit 144_a2ms2 <ENTER>
```

and follow the instructions.

**Please note that a successful submission does not guarantee full credit for this submission. If the professor is not satisfied with your implementation, your professor may ask you to resubmit. Resubmissions will attract a penalty.**