Project 2 Documentation

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Overview:

My project 2 demonstrates a menu system for the user and 2 sets of structs (one for reels, the other for symbols). The program generates a slot configuration, can read-in a slot configuration, output the configuration to the screen, output the configuration to a file, find a specific stop, and “gamble” by inputting a payline. The program compiles in g++ and was made using gedit in Ubuntu.

Functions:

SymCopy: Copies all aspects of the symbol struct

SymInput: Inputs symbols file

MenuText: Displays the text required for the menu navigation

MenuNav: Allows for navigation through the menu

SlotGen: Generates a new random slot configuration

ReadIn: Reads in an existing slot configuration

ScreenPrint: Prints configuration to screen

FilePrint: Prints configuration to file

FindStop: Finds a stop in the array based on row and column

Gamble: Simulates gambling by displaying if someone wins (with 3 consecutive symbols or with a cherry) and allows the user to choose a payline

strcopy: Copies a source string to destination string

strcomp: Compares 2 strings and returns true if they are the same

strcat: Concatonates 2 strings to a destination string

Conclusion:

The biggest problem I had was guaranteeing the paylines worked. I also had trouble printing out the 3 paylines, as I had switched the rows and columns and couldn’t figure out what was wrong at first. The majority of my time was spent working on the Gamble function and with more time, I would have condensed this function into a more readable format. The final problem I had was making sure that the gamble function correctly randomly chose a symbol on a reel. This was especially hard to debug since I had switched the orientation of the rows and columns.