New feature: Purchase additional shirts

Wednesday, December 8, 2021 12:06 PM

```
Struct Shirt
{
    Char size;
    Char Color;
    Shirt* Next;

}shirt;
```

① rework Purchasing function

- remove all shirt variables
- char* cardNum
- int cart=0
- Create headPtr shirt struct
- create currentPtr = headPtr
- in do...while loop:
    - a) insert shirt func
    - b) current = current->next
    - c) increment amtsold var by 1
    - d) ask user if they want another shirt
    - e) cart += 1
- While(Validate func)
    - ∘ in Project already, asks user Y/N returns T/F
-

✱ Quitting Purchasing will no longer be tied to shirt size. A new method of quitting is implemented in my Project already

② rework displayReceipt func

Void displayReceipt(Shirt* custShirts, double Percent, double cost, int amtShirts)

- instead of printing info on one shirt, func will now iterate through a linked list + print each shirt in list
- create shirt* currentPtr
    - ∘ set equal to custShirts
- While (currentPtr != NULL)
    - ∘ fprintf(size, color, cost, amt to donate, amt raised, cardNum)
    - ∘ currentPtr = CurrentPtr->next

```
(3) New func Definitions

    Void insertShirt (Shirt** head)

        (1) Shirt* shirtPtr
                - allocate memory

        (2) shirtPtr has mem allocated ?
             Yes:
                  a) initializeShirt(shirtPtr)
                  b) set   shirtPtr -> next = NULL

             NO :
                  a) Print ("NO memory available");

    Void initializeShirt (Shirt* shirtPtr)
        (1)   shirtPtr -> size = shirtSelection(SHIRT_SIZE, SHIRTSIZE_STRING)

        (2)   shirtPtr -> color = shirtSelection(SHIRT_COLOR, SHIRT_COLOR_STRING)
```