

Char shirtSelection (Const char shirtArr[], Const char shirtString[])

Variables

Char shirtSelection
 bool valid = false
 Size_t arrLength

shirtArr: array that stores valid selections User can make.

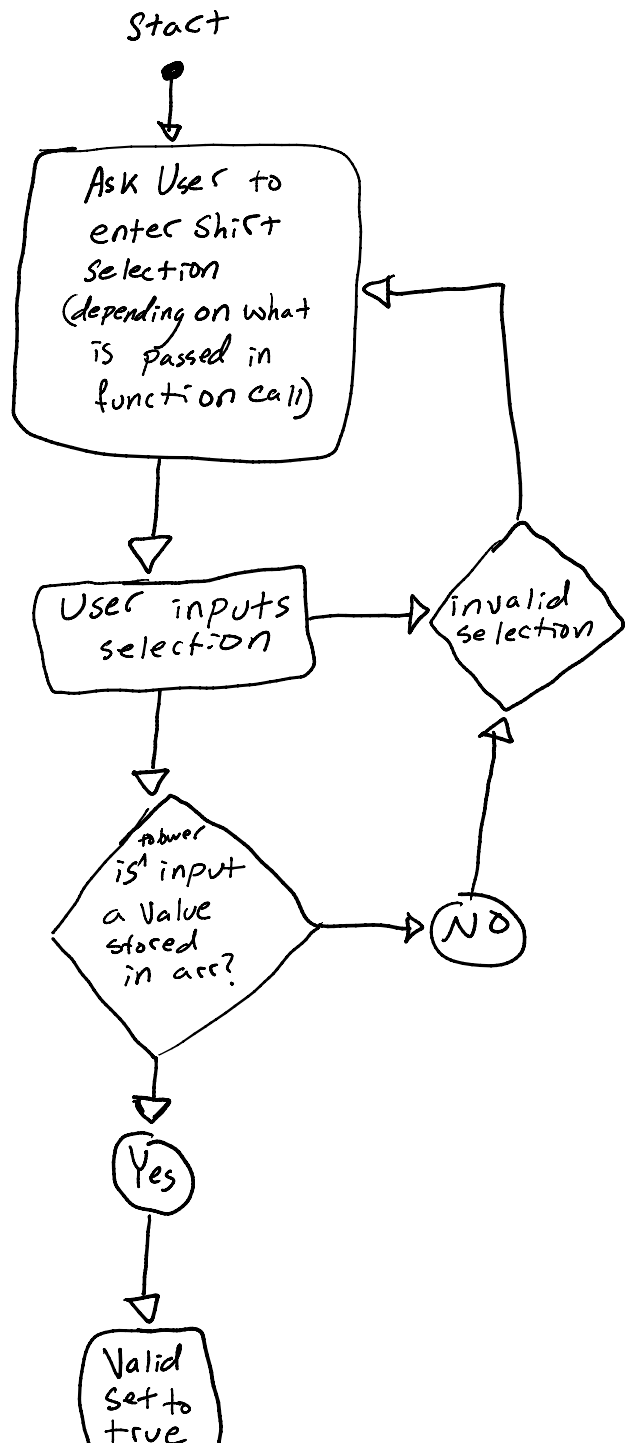
shirtString: a string message that tells user what they are selecting as well as what input is valid.

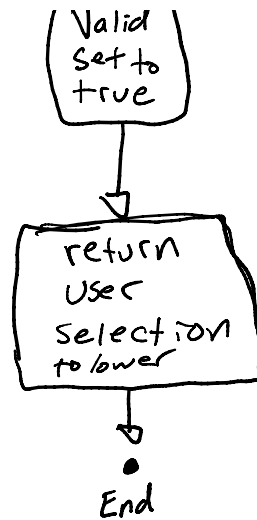
Selecting Color

| Input | Output |
|-------|-------------|
| 1 | fails |
| A | fails |
| 'w' | returns 'w' |
| B | returns 'b' |

Selecting Size

| Input | Output |
|-------|-------------|
| 1 | fails |
| 'A' | fails |
| 's' | returns 's' |
| 'L' | returns 'L' |





Void setValue(double* value, int min, int max, Const Char valName[])

Variables
 bool Validate
 - set to false

Value: Pointer that points to value being set.

min: min number value can be set to.

max: max number value can be set to.

valName: string message that tells user what the value is to represent. (cost, Percent, etc.)

