

Third Update to Design

Monday, December 6, 2021 2:29 PM

Struct Fundraiser

{

```
    Char* orgName;  
    double shirtPrice;  
    double donatePercent;  
    Struct Fundraiser* next;
```

} Fundraiser;

New functions overview

Void alphabetizeOrgs (Fundraiser** head, Fundraiser* fundPtr);

Void initializeOrg (Fundraiser* fundPtr);

int decideNumOrgs();
Fundraiser* buildOrgList();

Void insertOrgs (Fund** head);

Fundraiser* selectOrg (Fundraiser** head);

Void printOrg (Fundraiser* fundPtr);

... saveSalesData (Fundraiser* head)

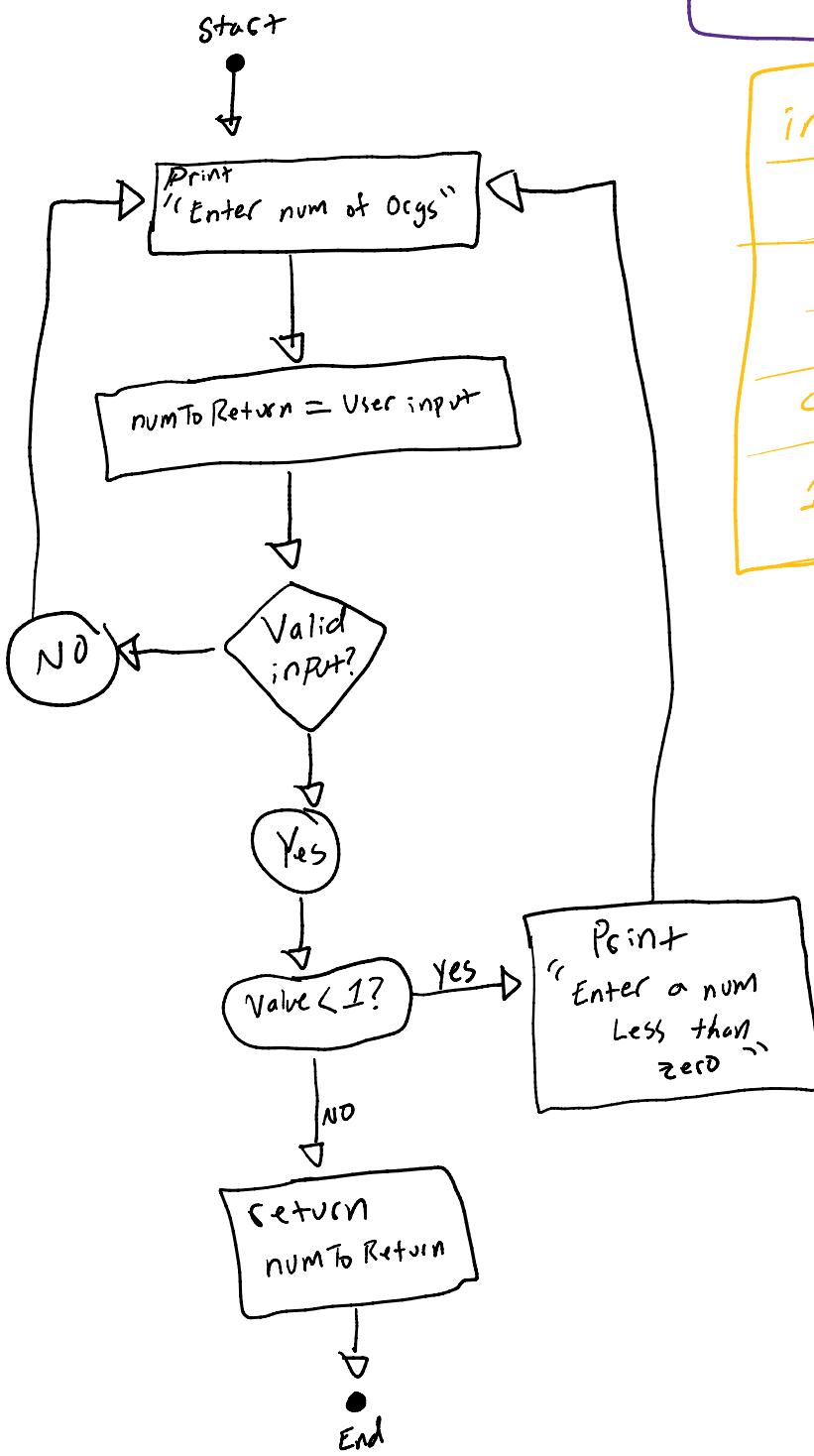
V v i u

1 - 0

Void

Save Sales Data (fundraiser \Rightarrow head)

int decideNumOrgs()

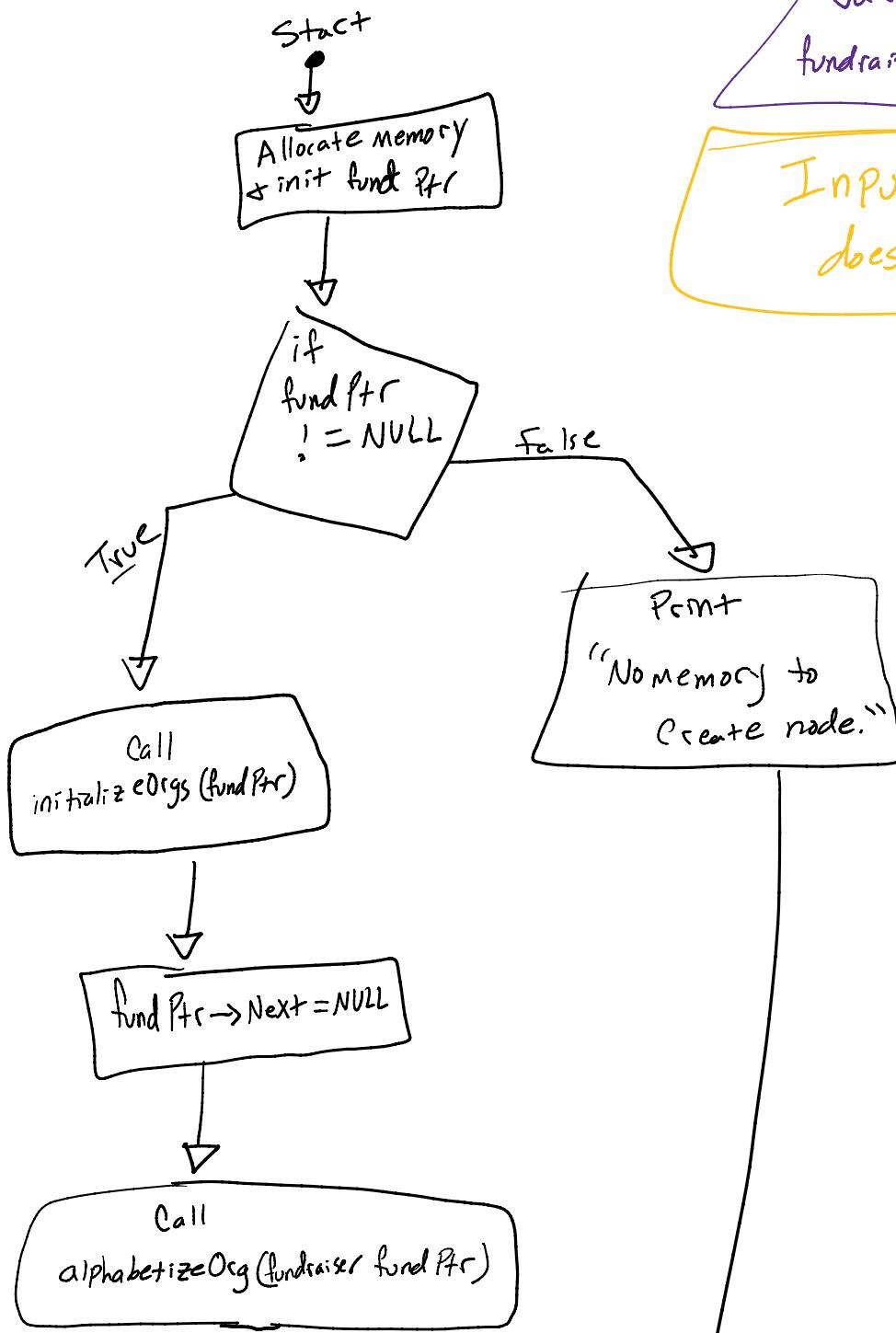


Variables:

Unsigned int numToReturn;
int scanValue;

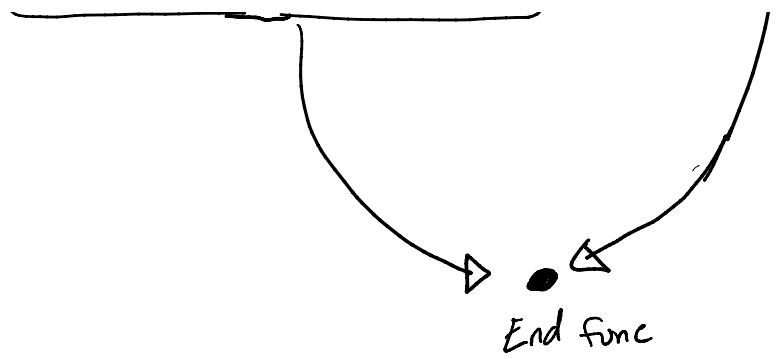
input	Output
0	Error
a	Error
*	Error
a1	Error
12	Valid

Void insertOrgs (fundraiser** head)



Variables:
fundraiser* fundPtr

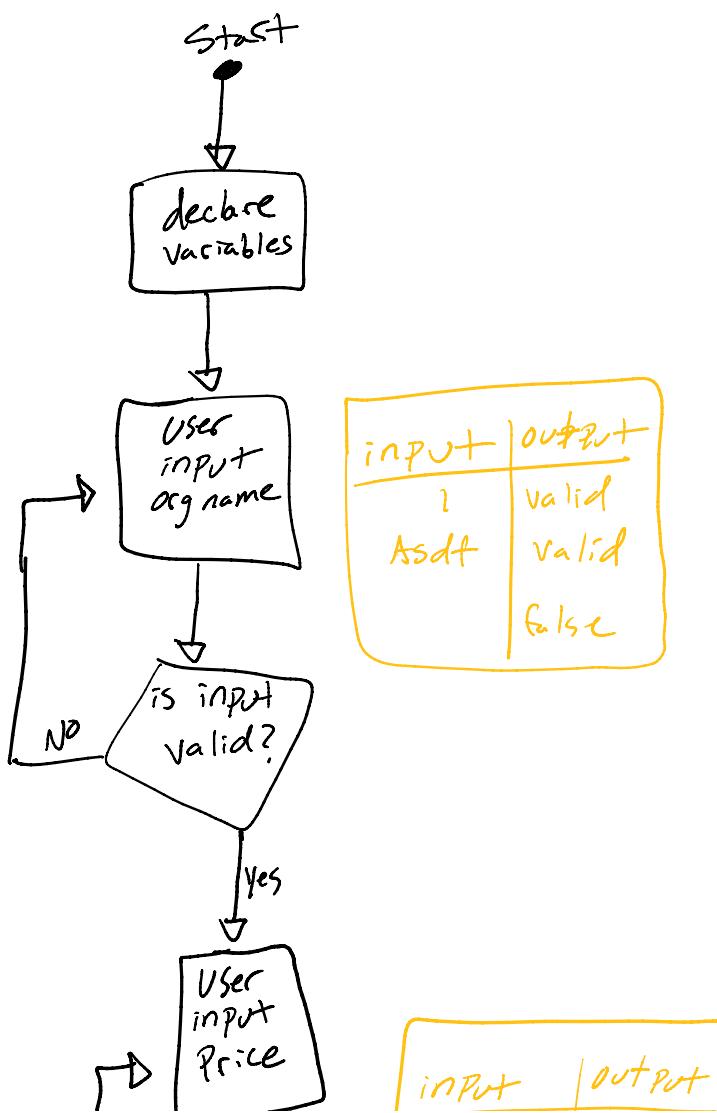
Input/output
does not apply

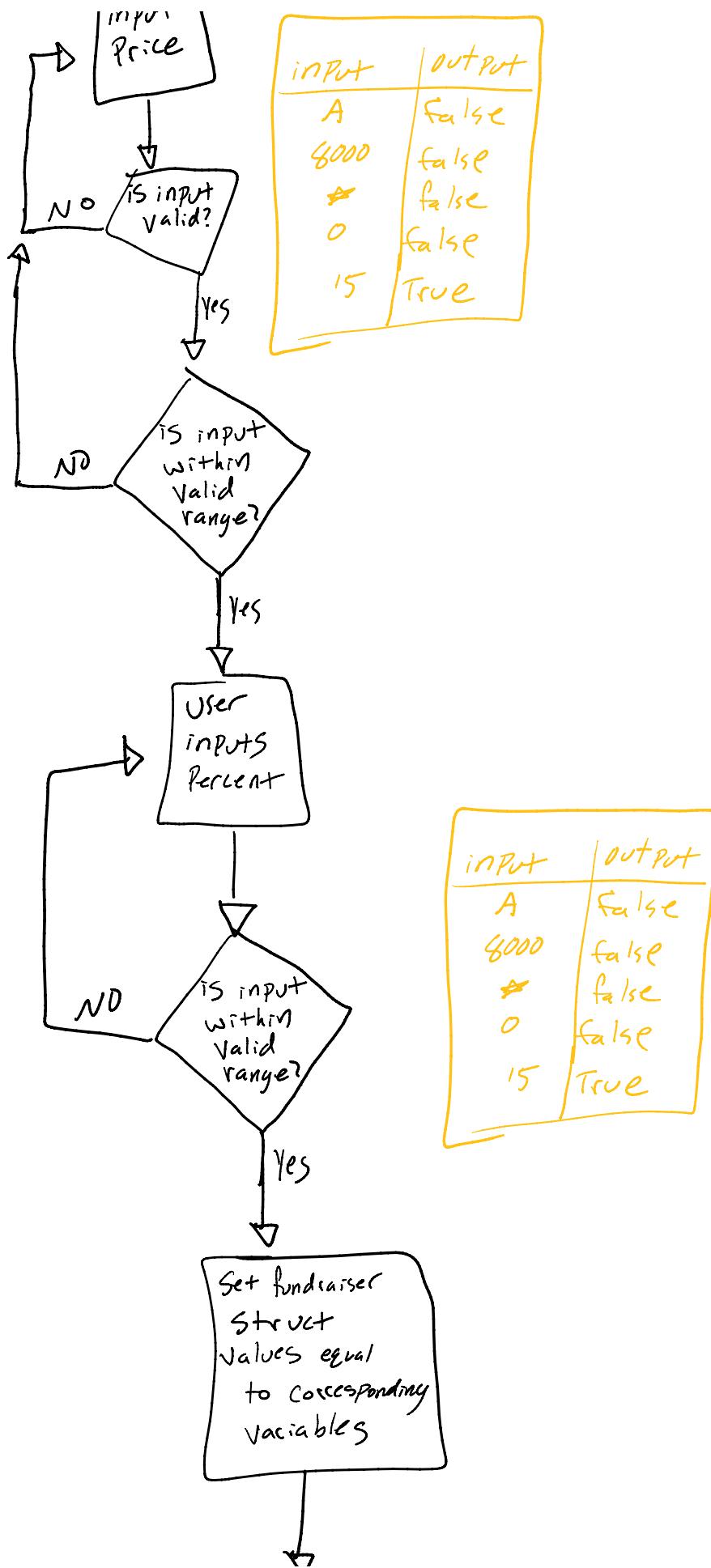


Void initializeOrg (fundraiser* fundPtr)

Vars :

Char* name
double Price
double Percent
bool valid = false



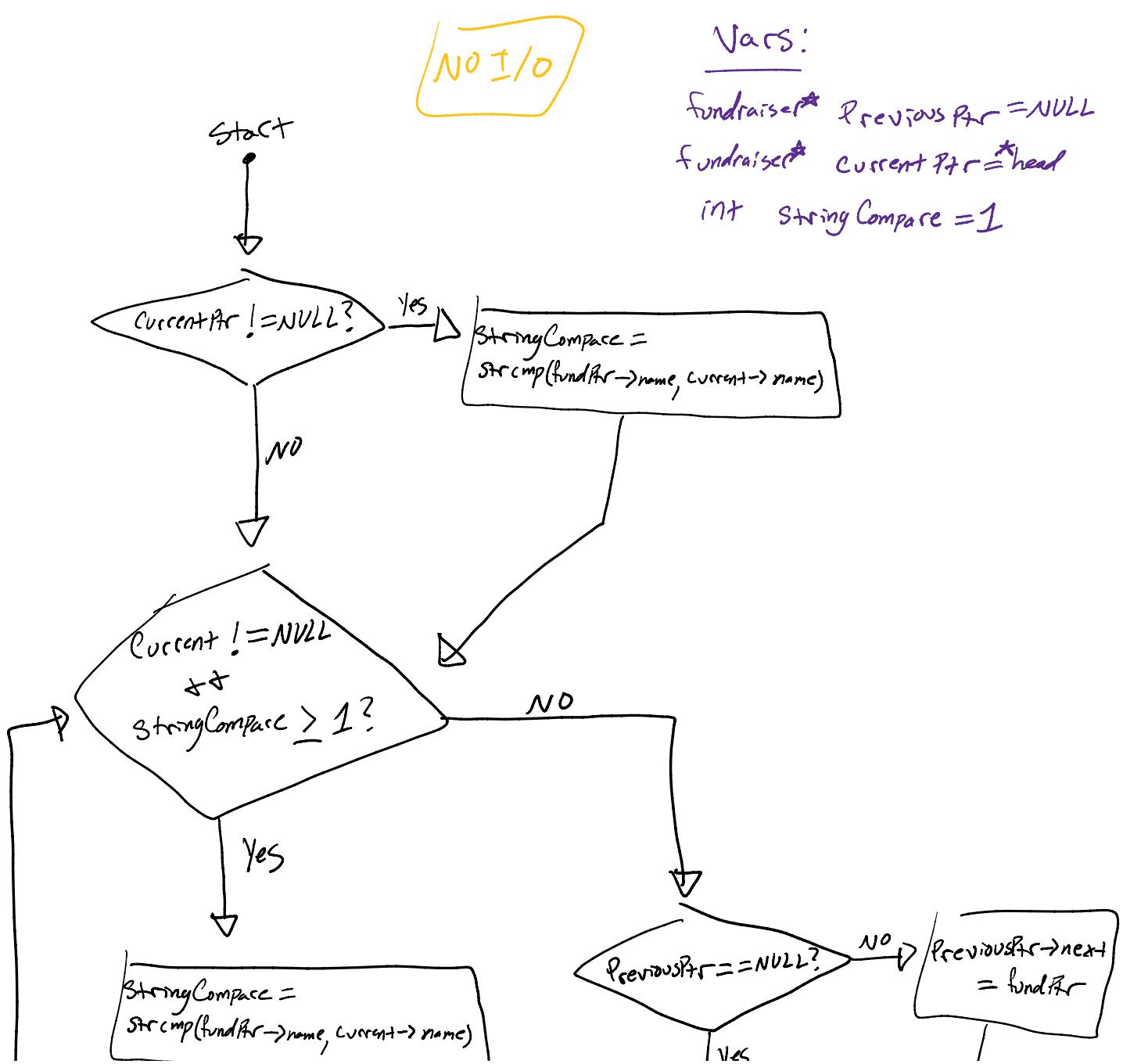


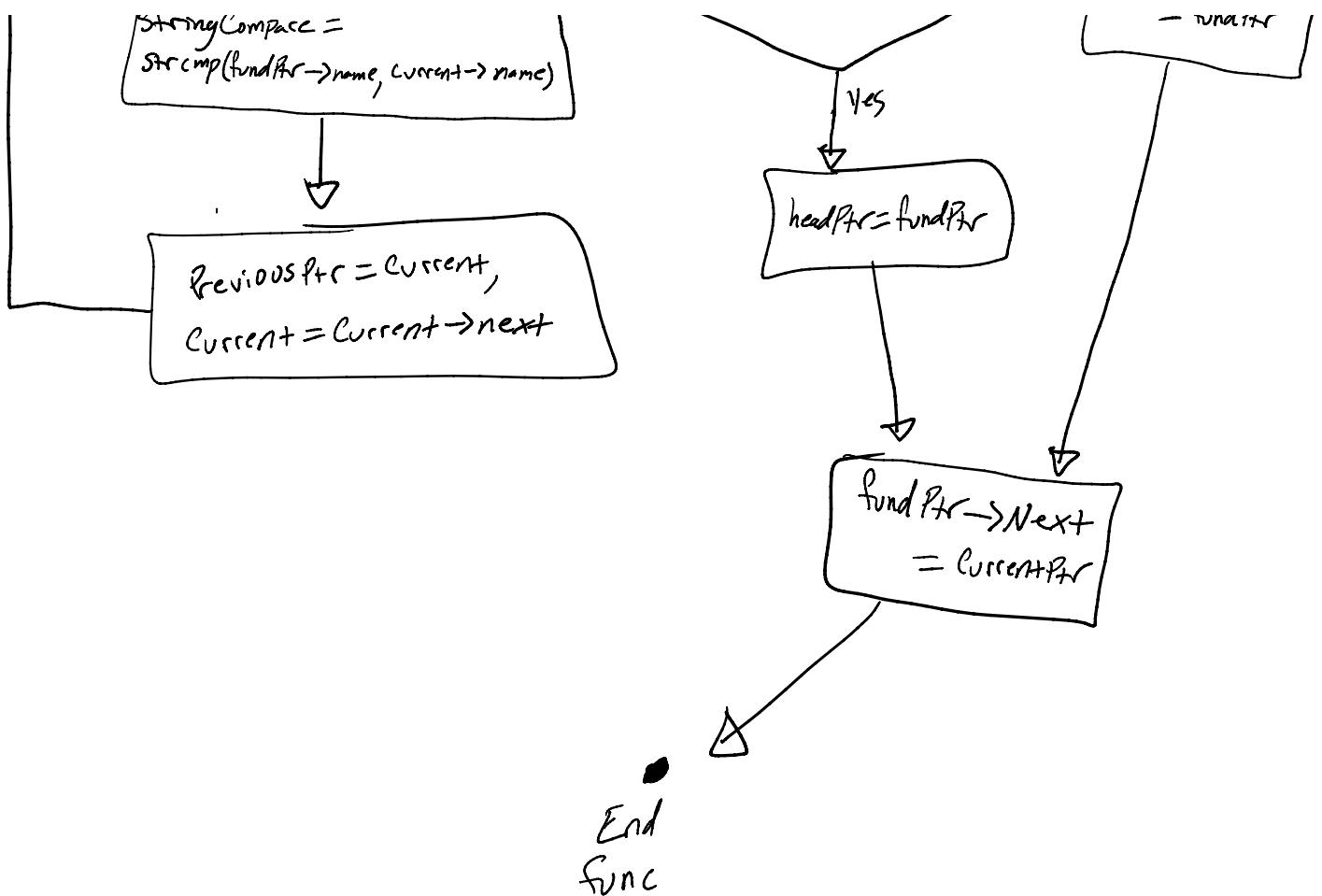


Void alphabetizeOrgs (fundraiser** head, fundraiser* findPtr)

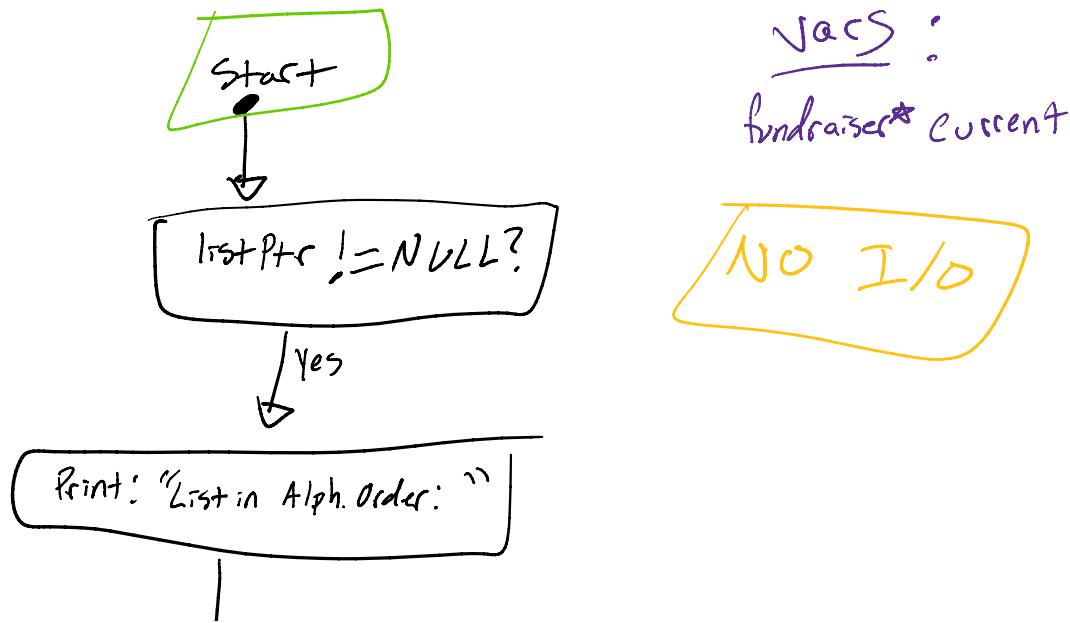
Vars:

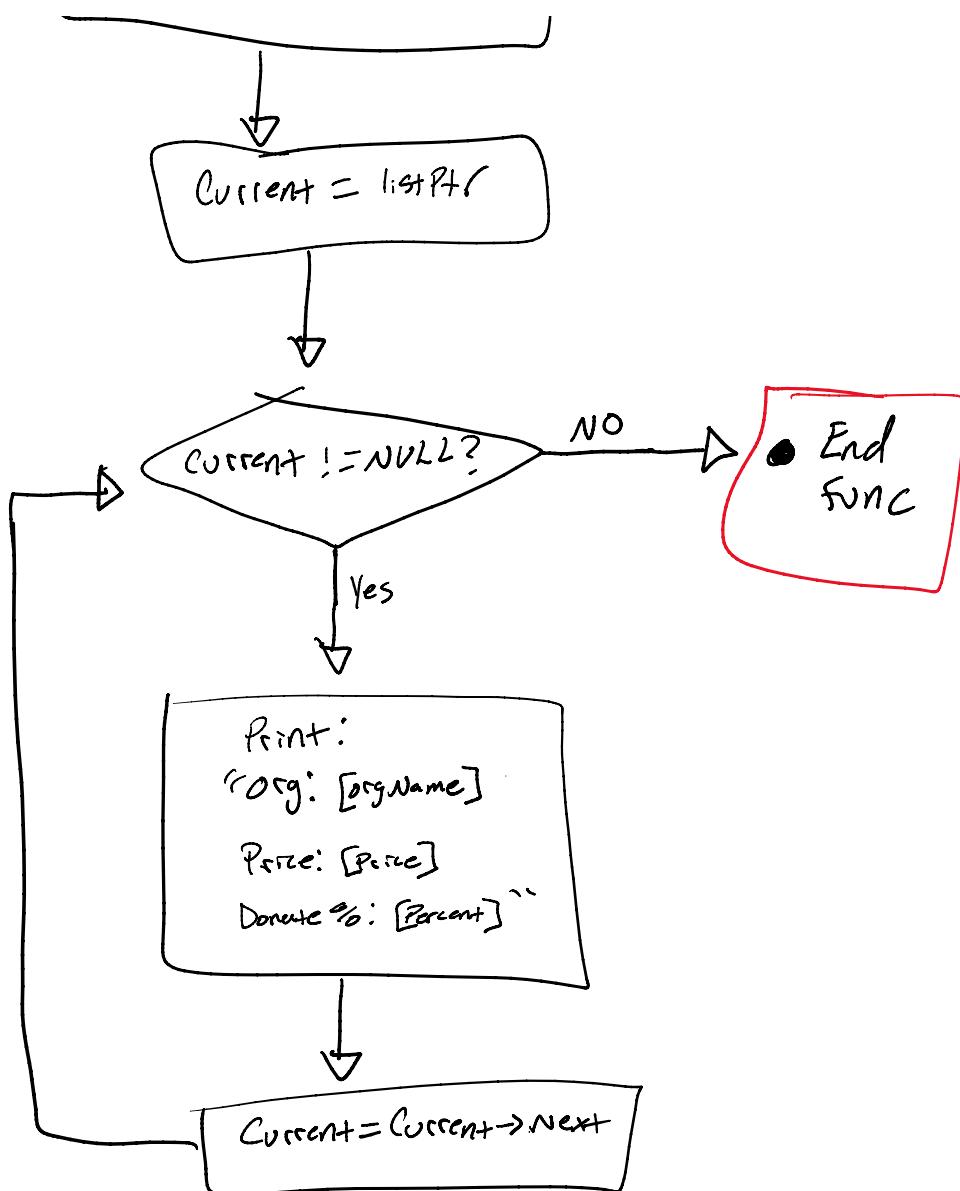
fundraiser* PreviousPtr = NULL
 fundraiser* CurrentPtr = head
 int StringCompare = 1



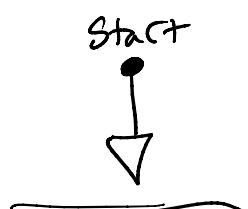


Void printOrgs (Fundraiser* listPtr)



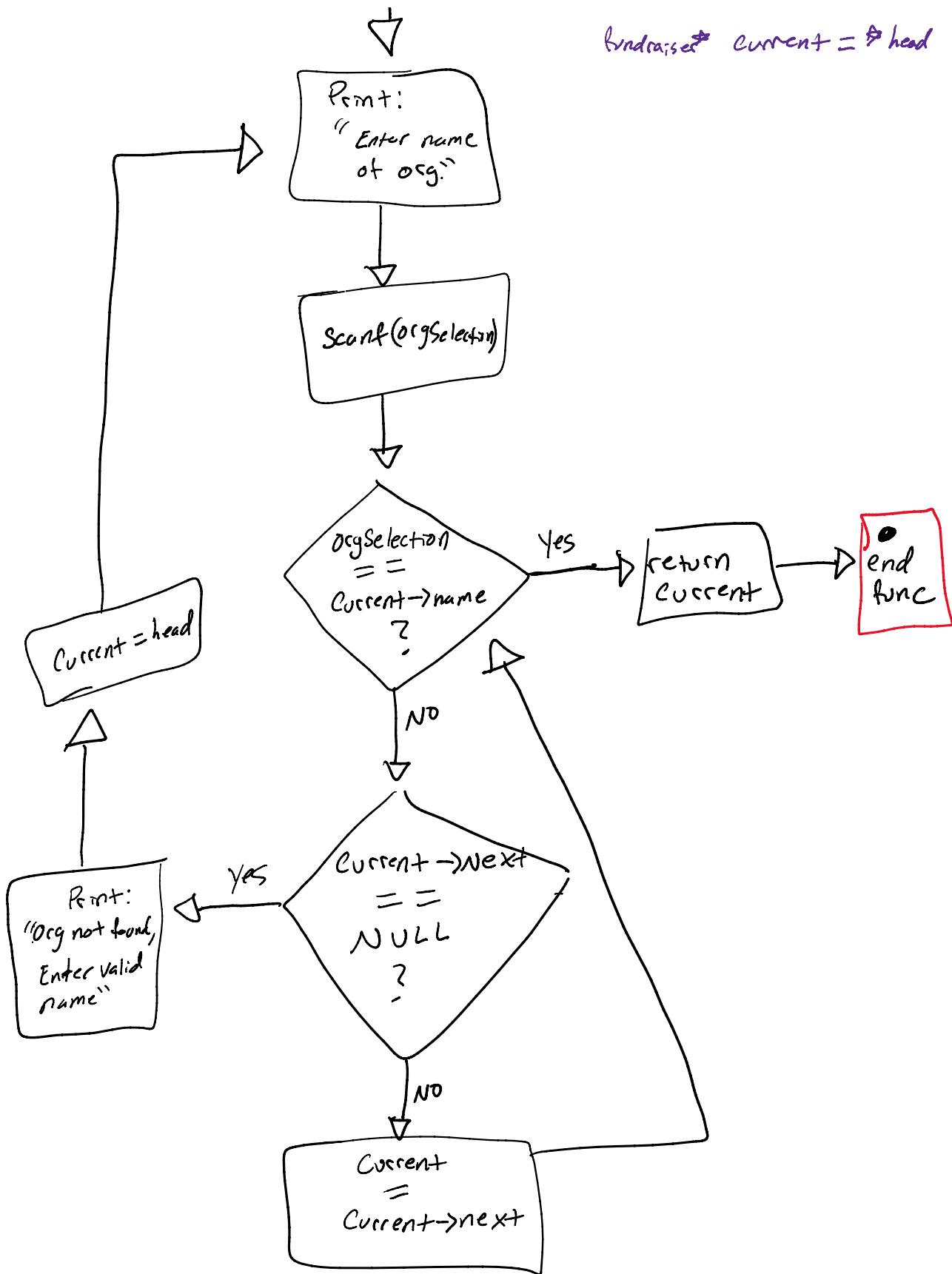


Fundraiser* selectOrg (fundraiser* head)



Vars:
char* orgSelection

Fundraiser* current = head



Functions that need to be changed:

- displayTotals function needs to be changed
 - Argument needs to include Organization struct
 - Needs to print the information found in each struct in linked list. Will need to iterate through list and print relevant information
- endDay function:
 - Argument needs to be changed to struct
 - totalSales and totalDonations need to iterate through entire linked list.
- Purchasing func:
 - Argument needs to include struct
 - Change some variables to the struct's values
- startDay func:
 - Argument needs to include struct
 - Need to implement building the structs
 - Remove setValue function calls
- Main func:
 - Remove most variables, replace with struct.