PROJECT 1



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Introduction

This is my version of Who Wants To Be A Millionaire. The idea and inspiration came from the game show “Who Wants To Be A Millionaire the airs on the television broadcasting channel ABC. The show was created by David Briggs, Mike Whitehill, and Steven Knight, presented originally by Regis Philbin during its early years of production. My version of the game will have the user answer 15 questions which for the most part are trivial type questions with subjects that range from American history, c++ class history, chemistry, geo/demographical questions.

Similar to the original game, this program will have 15 questions in which the user/player will have to choose from 1-4 answers, represented by A,B,C,D,E,F(for life lines) Each time a question is answered we will give the user/player a chacne to keep or change their answer. Each correct answer will be followed by a money prize that increments each turn and as well as the next following question. The purpose of this game is to improve one’s knowledge about trivial facts on a multitude of subjects, thus creating a well rounded person of decent knowledge.

The Audience Poll lifeline utilizes structures with objects, the idea was for the player to be able to have at least two life lines.

Storing and Reading from a file was utilized for Phone-A-Friend life-line

Summary

Project size: roughly 1700 lines

# of functions : 42 located lines 20-57

# of structures: 16 located lines 59-220 and 223-227

# of methods: chapters 2-12

system libraries

#include <iostream>

#include <fstream>

#include <string>

#include <iomanip>

Variables

* const int arraysize = 2
* int tests[arraySize] = {2123629, 2152573};
* int choice;
* char userInput;
* char rysChar
* int money = value;
* int n (cls)
* int number1;

Constructs

Chapter 2

* #include <iostream>
* cout object
* char data type
* string class
* bool data type
* determining size of data
* scope
* comments
* constants with names

Chapter 3

* cin
* string objects
* characters

Chapter 4

* if statement
* expanded if staments
* if/else
* nested if
* flags
* logical operators
* Menu
* validate user input
* conditional operators
* switch statement

Chapter 5

* increment operator
* while loop
* counters
* for loop
* nested loops
* using files from data

Chapter 6

* defining/calling functions
* function prototypes
* passing by values
* return statement
* returning bool statement
* defaulted arguments
* local variables

Chapter 7

* accessing array elements
* array as functions
* 2D array - 1290-1343

Chapter 8

* linear search -1417-1433

Chapter 9

* Pointerswith arrays lines 253-256
* Arrays with structures -struct poll1-15 , Objects for Audience Poll 1-15 life line - lines 1507-1730

Chapter 11

* Pointers to structures
* void question1Audpo 1-15 “Audience Poll” with structure
* case 5: (in switch menu) PRIZE MONEY LIST
* void DisplayNumbers(pMoney, 2, 7) function
* Accessing Structure Members lines 59-70