PROJECT 2



Tracy Quintos

17A 48130

12/8/14

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 chance 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.

Challenge Mode is the game mode with 5 questions. Player must use A,B,C,D to choose the correct answer. Phone-a-friend is the only life-line which can only be accessed in Challenge Mode game menu ‘case 5’. In addition player must memorize phone number given by author to use life-line \*SEE Challenge Mode Rules ‘case 2’.

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

Added CHALLENGE MODE accessible in Case 6 , to utilize cstring, exceptions,classes,inheritance, and STL vector

Summary

Project size:

main.pp = 243 lines

MyFunctions.cpp = 1602 lines

MyFunctions.h = 63 lines

Mother1.cpp = 208 lines

Mother1.h = 21 lines

Daughter1.cpp = 0 lines

Daughter1.h = 0 lines

# of functions : 45 located in MyFunctions.h

# of functions : 8 located in Mother1.h

# of structures: 16

# of methods: chapters 2-16

system libraries

#include <iostream>

#include <fstream>

#include <string>

#include <iomanip>

#include <cstring>

#include <vector>

#include "MyFunctions.h"

#include "Mother1.h"

#include "Daughter1.h"

Variables

* const int arraysize = 2
* int tests[arraySize] = {2123629, 2152573};
* int choice;
* char userInput;
* char userCHinput;
* char rysChar
* int money = value;
* int n (cls)
* int number1;
* const int NUM\_PHONES = 5;
* const int LENGTH = 30;
* char lookUp [Length];
* char \*strPtr = NULL;
* int index;
* int n for void Mother1::clsCH (int n)
* int x for exception handling

Constructs CHECK LIST

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 statements
* 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

Chapter 8

* linear search -

Chapter 9

* Pointers with arrays
* Arrays with structures -struct poll1-15 , Objects for Audience Poll 1-15 life-line

Chapter 10

* cstring for void phoneCHfriend() function life-line for Challenge Mode, this utilizes cstring to search for contacts by entering initials \*see Challenge Mode rules

Chapter 11

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

Chapter 13 + 14

* Daughter1.h- derived class which does the inheriting
* Mother1.h - base class that holds most of the challenge mode functions.
* MyFunctions.h - holds most of the functions used for the normal game mode

Chapter 15

* Daughter1.h inherits from Mother1.h CHALLENGE MODE functions

Chapter 16

* Exceptions, being used in Mother1.h - void Mother1::inputException1-5()
* Vector in void displayCHNumbers() function to display money payout structure for challenge mode

CHECK LIST-DID NOT USE

Chapter 15-Polymorphism, and Virtual Functions

Chapter 16- Templates

Chapter 12- Advanced File Operation

\*\*Only used <vector> in STL