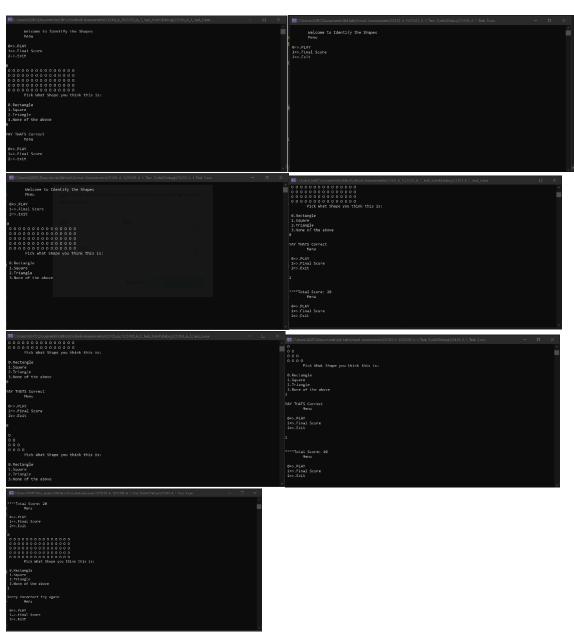
## Task 5 flow development process.

Started off the process by adding the "main.cpp" with the proper Includes and main function.

Before starting to lay out the necessary functions then moved on to adding the variables needed, once all of this laid out I could start on the main loop and adding the logic upon adding the main loop I added a menu using a switch with a user prompt before the switch, in side of the switch I added the function calls then using a "cout" I tested to see if the menu worked, then I added an if statement to the switch and added a "rand()" to call one of the to shape functions randomly using a "cout" again to test to see if this worked, then worked on drawing the shape needed depending on what was called, I then added a menu to allow the user to make there guess and display "YAY THATS Correct" or "Sorry Incorrect Try again". Then began on the finishing touches and worked on the score and worked on final tests.



## Task 6 flow development process.

Started the same as task 5 with adding "main.cpp" to the solution and added the Includes and main function.

From there I worked on the menu using comments so I know where I want to call some functions,

Once I was happy with how it was looking I created my header with my class and struct, before working on my class functions and using "cout" to test the link to my header and the menu before heading off to work on defining all of my class functions in a separate .cpp file working on the constructor to initialize the struct variables, then moving on to "getInput" function creating the needed user input in a 7 day loop to get the whole week testing as I go once I'm happy with it moving on to do the next to functions doing testing to make final tweaks to improve it.

