CIT 1154-ASSIGNMENT 6

Final Assignment – Little Red Clicker

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Program Objective:

Write a modular program to do the following:

- This program is based on the Little Red Counter
- This is basically a count up timer that maxes out when it reaches 99.99 and then starts from zero again but triggers an overflow indicator.

Features used:

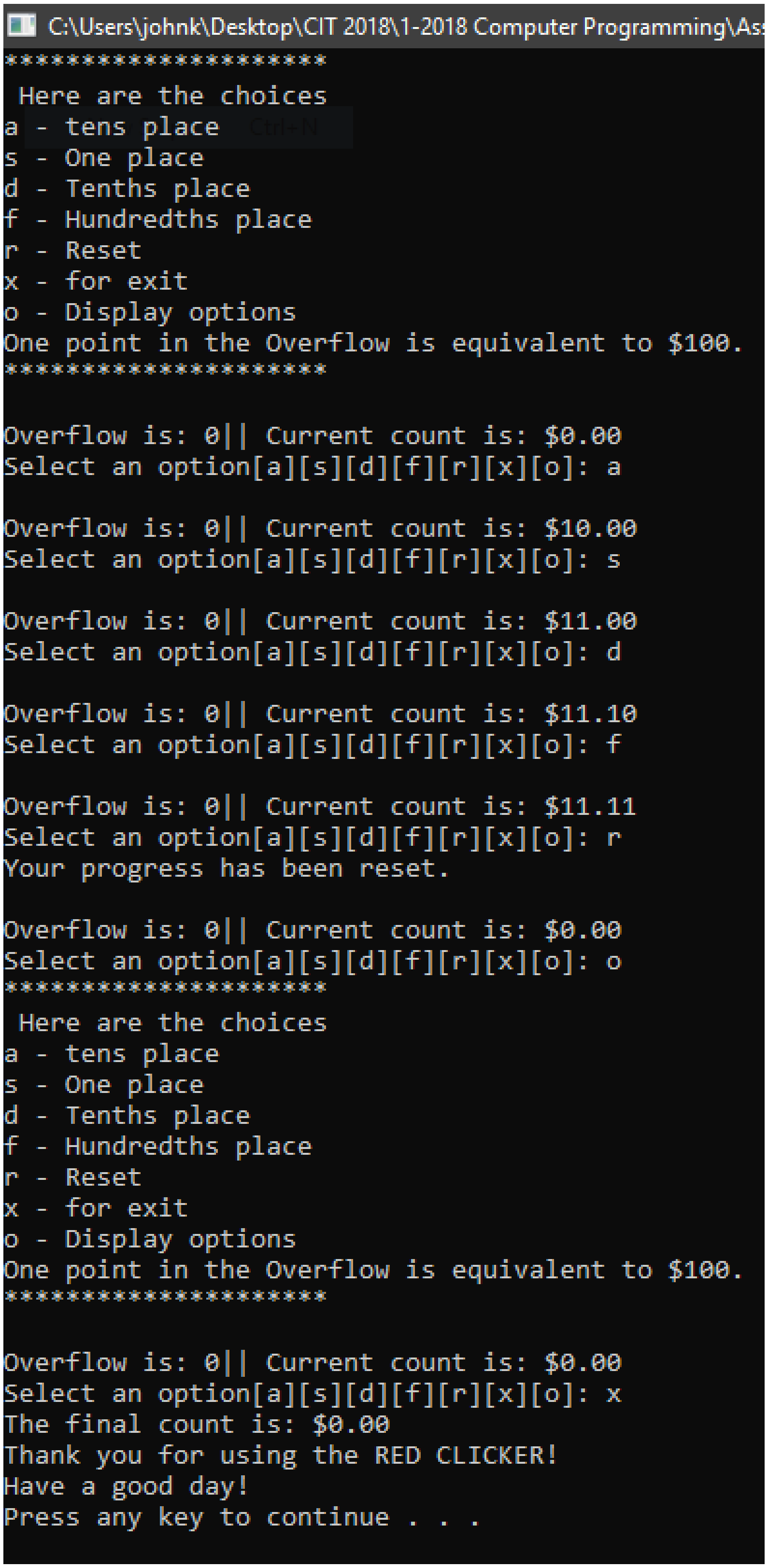
1. **Switch case**
2. **Classes**
3. **Headers**
4. Functions
5. While loop

Expected Input and Output

1. The user will choose "click" a few options.
2. The counter works as follows
    a. Pressing the "a" button increments a 10.00 to the counter
    b. Pressing the "s" button increments a 01.00 to the counter
    c. Pressing the "d" button increments a 00.10 to the counter
    d. Pressing the "f" button increments a 00.01 to the counter
3. Additional Options were added for the user's convenience
    a. Pressing the "r" button lets the user reset all the values and start over
    b. Pressing the "o" button shows the user the options again
    c. Pressing the "x" button lets the user exit the program

Tests done:

1. All options are tested.



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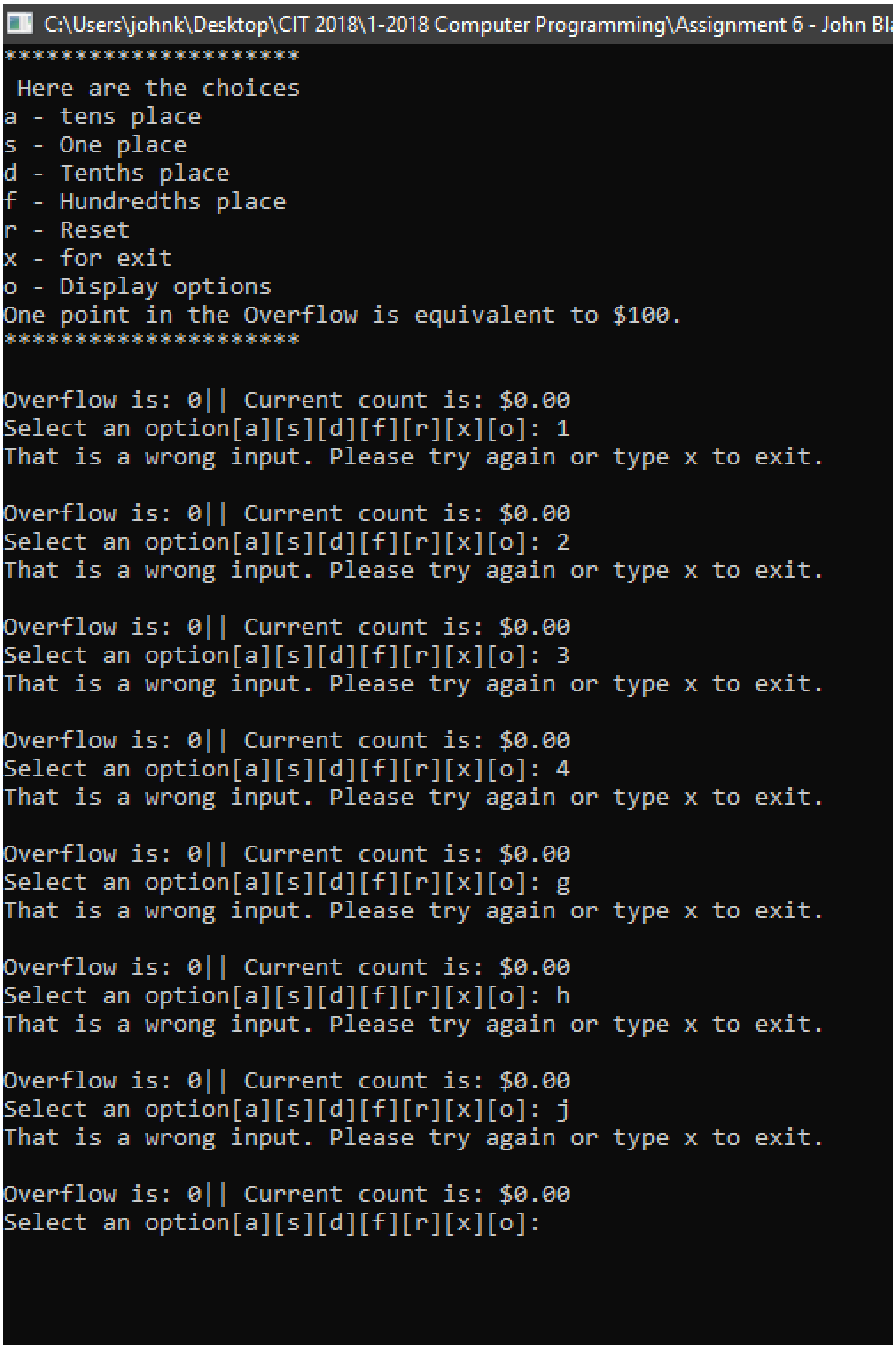
```
*********************
 Here are the choices
a - tens place
s - One place
d - Tenths place
f - Hundredths place
r - Reset
x - for exit
o - Display options
One point in the Overflow is equivalent to $100.
*********************

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: a

Overflow is: 0|| Current count is: $10.00
Select an option[a][s][d][f][r][x][o]: s

Overflow is: 0|| Current count is: $11.00
Select an option[a][s][d][f][r][x][o]: d

Overflow is: 0|| Current count is: $11.10
Select an option[a][s][d][f][r][x][o]: f

Overflow is: 0|| Current count is: $11.11
Select an option[a][s][d][f][r][x][o]: r
Your progress has been reset.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: o
*********************
 Here are the choices
a - tens place
s - One place
d - Tenths place
f - Hundredths place
r - Reset
x - for exit
o - Display options
One point in the Overflow is equivalent to $100.
*********************

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: x
The final count is: $0.00
Thank you for using the RED CLICKER!
Have a good day!
Press any key to continue . . .
```

2. Wrong inputs are tested.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```
*********************
 Here are the choices
a - tens place
s - One place
d - Tenths place
f - Hundredths place
r - Reset
x - for exit
o - Display options
One point in the Overflow is equivalent to $100.
*********************

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: 1
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: 2
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: 3
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: 4
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: g
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: h
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]: j
That is a wrong input. Please try again or type x to exit.

Overflow is: 0|| Current count is: $0.00
Select an option[a][s][d][f][r][x][o]:
```

Pseudo-Code

```
//Global declarations store here
class RedClicker {
public:
            void initialProcessor() //does the first calculation
            void mainProcessor() // does all the subsequent calculation. Works well for the loop
};
//Banner is being stored outside via the Header1.h inside FILE_STORE.cpp

double countHolder(float adder)    //This function holds the value for the redclicker.
{
}

void numAdder(char input)   //This function is for processing the user's input.
{
       //A switch case is used to let the user “select” required options
}

int main() //main processor. Handles the sequence that all the functions are called
{
 bannerOptions();           //The banner is called from outside this cpp.
The banner contains instructions that will let the user know how to use the program.
Initial processor() is called here
Cout << incremented values of the clicker

       while (countLoop == true)    //This loop allows the user to keep using the processor until satisfied.
    {
       Main processor() function is called here
    }
}
```