For choice 1 in the menu- set up a scanf %s (string) and a quantity, it’s recommended you call the string word.

EX: Char word[20]; scanf(“%s”, word)

-need to keep track of number of entries in the donations table; use a counter

-after the first entry in the table counter should be 1(milk), 2(when new entry is bread)…

-var (don\_count) will keep track of different types of donations in the table, if milk is there and more milk is added it will be the same count of types of donations

-for loop that loops through existing donations and compares each one to inventory array of (i), word use strcmp

Inventory\_type[i]

Var(i) goes from zero to don\_count in the loop

Is the word in the table? Have var found\_it\_here set to negative

if (strcmp( inventory\_type[i] , word ) == 0) this is in the for loop with (i) where (i) goes from (i) to don\_count

found\_it\_here = (i)

Either found it here is negative or a valid (i) at the end of the loop, so we test for it

The table could be empty or (i) is a type not donated found\_it\_here will stay negative

**PART 2: Requests Table**

*This portion of code is same for donations*

Scanf(%s , word) word is basically the request type

strcpy( Req [ req\_count ],word);

**OPTION 3**

First make sure item requested is in donations- use a variable found it here satisfy, should be set to position where you found request in the donations array

If you remove total donations or fulfill requests they need to be removed from table, everything in the array will shift up 1 . Hint use strcpy to shift type up in the array.

Must move the arrays up in the donation array if request can be filled

Don’t’ forget about adjusting the array amounts too.