Useful Functions

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# Program Picker

when writing multiple programs in one file, mostly for in class practice, this function displays

the programs and allows the user to select one to run.

//program picker

int ProgPicker(int choice)

{

cout << "What do you want to run?\n"

<< "\t1. name here\n"

<< "\t2. name here\n" << endl;

cin >> choice;

choice = validate(1, choice, 2); //input validation function

return choice;

}

In main, call the function then do a switch case for each program

int choice;

int choice = ProgPicker();

switch(choice)

{

case 1: //first program

{

//code here

break;

}

case 2: //second program

{

//code here

break;

}

default: //needed

cout << "\nhow did we get here?\n";

break;

}

}

# Input Validation

This function validates user input. The loop will keep repeating until an acceptable value is entered.

int validate(int min, int val, int max)

{

while (min > val && val > max) //may need to change the inequalities as needed

{

cout << "\n\nInvalid input! Needs to be greater than “ << min << “ and less than “ << max << endl;

<< “Try again.\n\n”;

cin >> val;

}

return val;

}