Project 1: Mario Project Pseudocode

**Description:**

Program will simulate a drawing program that creates stamps similar to those drawn in Mario Paint. The program will use read in data from a input file and use the read in data to output to a output file that is at max 50 x 50 characters.

**Calculation/Output:**

Create file named “paint.txt” and output to it using <fstream> functions.

Read in commands from file named “commands.txt”.

Commands read in go into if loop for validation and output, for example, if loop will check if the command is 1 or 2 and set pen as “up” or “down” accordingly. If not it will move the pen according to the directions from the command.

If the command is “4” – Display output file in console, program will read paint.txt line by line and print to console by detecting newline characters.

if-loop to determine which direction the movement of the pen is, N corresponding with up, S corresponding with down, etc.

Drawing will fill the spaces adjacent to current space, not filling current space. (Move first then fill in space)

Also there will be a flag of some sort to detect when the entire input file has been processed and print to console.

Pen will be in “up” position at beginning to program.

Bold will be off.

Pen will begin at row 1, column 1.