



## Lesson 25 Smart user

In this lesson , we want to ameliorate the last program :

```
#include<iostream>
#include<map>
#include<vector>
#include<string>
using namespace std;
//global declaration of the map
map<string,string> m;
void add(){
string s1,s2;
cout<<"Enter name followed by Symbol: ";
cin>>s1>>s2;
//the user enter the symbol and name of what he want to draw
m[s1] = s2;
}
void draw(){
vector<int> n;

vector<string> s;
string s1;
int n1=1;
```



```
cout<<"What would you like to draw?";
while(n1){
cin>>n1>>s1;
n.push_back(n1);
s.push_back(s1);
}
cout<<endl<<endl;
for(int i=0; i<n.size() ; i++)
for(int j=0; j<n[i] ;j++)
cout<< m[s[i]] ;
cout<<endl<<endl;
}
int main(){
m["space"] = " ";
m["line"] = "";
m["line"] += char (10);
while(1){
cout<<"What would you like to do?"<<endl;
cout<<"1. Add Symbols"<<endl;
cout<<"2. Draw"<<endl;
cout<<"3. Exit"<<endl;
int ans;
cin>>ans;
```



```
if( ans == 1)
```

```
add();
```

```
else if( ans == 2)
```

```
draw();
```

```
else
```

```
return 0;
```

```
//wen he taps 3 the programs ends
```

```
}
```

```
}
```