Update:

I finished User Class.

* It accepts name, email & password.
* Validates each input meets certain requirements.
* Saves it to a single User class object.
  + Prints user's info
* Writes one user object to text & binary files.
* Reads the binary file & returns the contents of one record.
* Has a while loop that asks if they want to create another account. I put a max on how many accounts can be created in a session.
* Added a menu() with sign up or login options

I started Admin class.

* It saves admin's profile info to text & binary.
  + Created a menu & created an updateAdmin().
* Read admin’s binary file and saved their username & password to a string.
* Prompted admin to login & then checked if it matched.
  + If login failed, then it exits.
  + Else it displays a menu
* Menu options as of now:
  + Print all user profiles?
  + Find 1 user & edit?
  + Update admin profile (works).
  + ?

**User To Do:**

* Remove readBin() after testing is complete. Only allow Admin class to read binary.
* Create a static record counter for text file.
  + Problem: I’m appending each user to the files, so every time I run the program the record counter resets.
* Read dummy info from input.txt

**Admin To Do:**

* Problem: Connect Admin & User classes. Aggregate vs Inheritance vs Polymorphism?
  + Inheritance:
    - If Admin class is parent, then User class inherits Admin. I think we can hide readBinary() in private.
    - Or User class is superclass and we create Admin & Player classes that inherit User class. But then we might have a lot of pointers when we add the play().
* Find 1 user in binary
* Edit 1 record & rewrite it in binary.
* Print all user profiles? How?
  + Should I add a User pointer to Admin?
  + Read all records from binary file & sve to an array?