**ALGORITHM**

**Track.h**

Declare void method showChoices, float method add(float, float), void method getGame

Declare class Videogame:

* Private
  + String name
  + String mrank
  + Float mplaytime
  + Int count
* Public
  + Videogame() default constructor
  + Videogame(string name, string rank, float playtime)-->setGame(name, rank, playtime)-->count++
  + Void setGame(string name, string rank, float playtime)
  + Void setName(string name)
  + Void setRank(string rank)
  + Void setTime(float playtime)
  + String getName()
  + String getTime()
  + String getRank()

**Videogame.cpp**

#include “Track.h”

Declare needed strings and floats(String::name1, rank)(Float::playtime1,adder,total1,holder,comp)

Expand showChoices method to display menu

Expand add to method to add two floats

Create Track Class to set and get totals

Create Default, normal, and destruct constructors

Declare addTotal1 method

Declare addTotal2 method

Declare getTotal method

Declare getTotal2 method

**Main.cpp**

#include “Track.h”

Declare needs ints, strings, floats, and arrays(int:: choice, ghoice, choice, tchoice, count = 0)(string::game,rank,rupdate)(float::hours, update)(string[20]::games,ranks)(float[20]::time)

Do while(!= 5) into switch statement with 5 choices

showChoices();

Get user choice

**Case 1:**

Get game info and add to database

**Case 2:**

Print names of games in # order, have user enter # to see more game data

**Case 3:**

Allow user to update or add rank

**Case 4:**

Allow user to add game time

**Case 5:**

Exit