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/*
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 * Project4 practice
 */
//Library imports.
#include .....
using namespace std;

//Structure for creating a linked list that holds a trivia question,answer and point
amount.
struct triva_node {
    string question;
    string answer;
    int point;
    triva_node *next;
};

//creates a pointer to triva_node.
typedef triva_node* ptr_node;

//Prototypes
void .....

//creates two versions.
//#define UNIT_TESTING
#define triva_quiz

int main() {
    Unit_test();
    ptr_node node_list = new triva_node;
    //Creates a new trivia game /
    //Sets up three original questions/
    //Sets up loop for user to input his or her own questions.
    //Quiz questions are stored in linked list.
#ifdef triva_quiz
    init_question_list(node_list);

    cout << "*** Welcome to ..... trivia quiz game ***\n";
    .....

    add_question(node_list);

    cout << "Continue? (Yes/No): ";
    .....

    }
    //This is start of Trivia quiz game.
    ask_question(node_list, num_of_questions);
    cout << "\n*** Thank you for playing the trivia quiz game. Goodbye! ***";
    return 0;
}
#endif
//Method for testing
#ifdef UNIT_TESTING

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        Unit_Test();
        return 0;
    }
#endif

//initializes the quiz to have these three questions inputted into the linked list.
void init_question_list(ptr_node& q_list) {
    //ptr_node cur_ptr;
    //ptr_node cur_ptr;
    string bob;
    ptr_node cur_ptr = new triva_node;
    cur_ptr->question = "How long was the shortest war on record?";
    cur_ptr->answer = "38";
    cur_ptr->point = 100;
    .....
}
//gives user the option to add a question to the linked list.
//question is added to the front of the linked list.
void add_question(ptr_node& q_list) {
    string answer;
    //gets data from user.
    .....
    cout << "Enter a new question: ";
    getline(cin, new_ptr->question);
    .....
}
//Checks for null value
//Ask the user trivia questions and starts the game
int ask_question(ptr_node q_list, int num_ask) {
    .....
    if (q_list == NULL)
        return 0;
    if(num_ask < 1) {
        cout << "Warning - the number of trivia to be asked must equal to or be
larger than 1.";
    }
    else if(num_of_questions < num_ask) {
        cout << "Warning - There is only " << num_of_questions << " trivia in the
list.";
    }
    else {
        for(int x = 0; x < num_ask; x++) {
            cout << "Question: " << cur_ptr->question << endl;
            cout << "Answer: ";
            getline(cin, user_answer);
            if (user_answer.compare(cur_ptr->answer) == 0) {//correct_answer) {
                .....
            }
            else {
                .....
            }

            cur_ptr = cur_ptr->next;
        }
    }
}

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}

    return 0;

}

//Test cases to check whether the methods work.
void Unit_Test() {
    ptr_node node_list = new triva_node;
    init_question_list(node_list);
    cout << "Unit Test Case 1: Ask no question. The program should give a warning
message." << endl;
    ask_question(node_list, 0);
    cout << "\nCase 1 Passed\n\n";

    cout << "Unit Test Case 2: Ask 1 question in the linked list. The tester enters
an incorrect answer." << endl;
    ..... *

    cout << "\n\n*** End of the Debugging Version ***";
}

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