

Philip Pesic

Week 13

November 13 2022

Week 13 Prog 2

Create a program that Prints out a menu of options

1. Single player
2. Two player – You verse computer generated player
3. Two player – You verse another person player
4. Multiplayer – Internet connection – Real persons
5. Exit

Prompt the user for the option they want. Check that they entered a valid option.

Use a switch statement to implement the user menu choice.

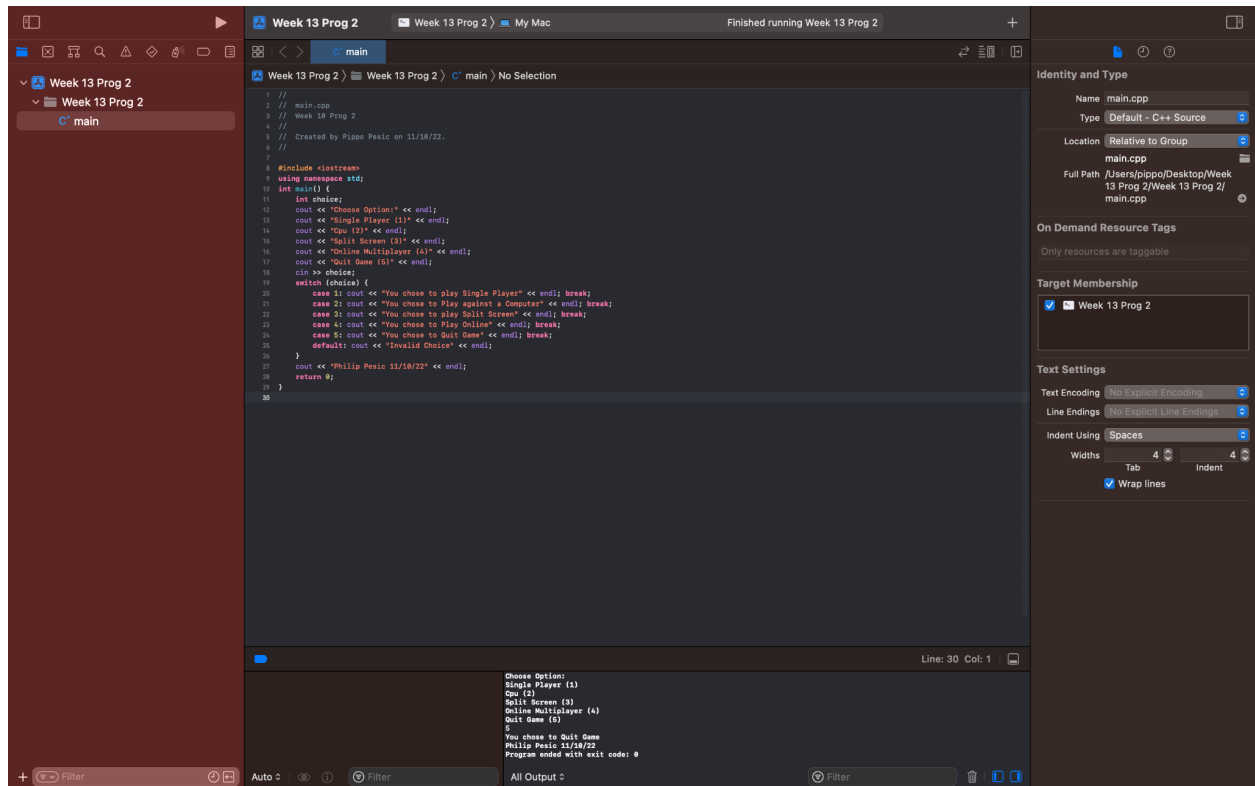
```
//  
// main.cpp  
// Week 13 Prog 2  
//  
// Created by Pippo Pesic on 11/10/22.  
//  
  
#include <iostream>  
using namespace std;  
int main() {  
    int choice;  
    cout << "Choose Option:" << endl;  
    cout << "Single Player (1)" << endl;  
    cout << "Cpu (2)" << endl;  
    cout << "Split Screen (3)" << endl;  
    cout << "Online Multiplayer (4)" << endl;  
    cout << "Quit Game (5)" << endl;  
    cin >> choice;  
    switch (choice) {  
        case 1: cout << "You chose to play Single Player" << endl; break;  
        case 2: cout << "You chose to Play against a Computer" << endl; break;  
        case 3: cout << "You chose to play Split Screen" << endl; break;  
        case 4: cout << "You chose to Play Online" << endl; break;  
        case 5: cout << "You chose to Quit Game" << endl; break;  
        default: cout << "Invalid Choice" << endl;  
    }  
    cout << "Philip Pesic 11/10/22" << endl;  
    return 0;  
}
```

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The screenshot shows a C++ IDE with a project named "Week 13 Prog 2". The main.cpp file contains the following code:

```
1 //  
2 // main.cpp  
3 // Week 13 Prog 2  
4 //  
5 // Created by Philip Pesic on 11/10/22.  
6 //  
7 //  
8 #include <iostream>  
9 using namespace std;  
10 int main() {  
11     int choice;  
12     cout << "Choose Option:" << endl;  
13     cout << "Single Player (1)" << endl;  
14     cout << "Cpu (2)" << endl;  
15     cout << "Split Screen (3)" << endl;  
16     cout << "Online Multiplayer (4)" << endl;  
17     cout << "Quit Game (5)" << endl;  
18     cin >> choice;  
19     switch (choice) {  
20         case 1: cout << "You chose to play Single Player" << endl; break;  
21         case 2: cout << "You chose to Play against a Computer" << endl; break;  
22         case 3: cout << "You chose to play Split Screen" << endl; break;  
23         case 4: cout << "You chose to Play Online" << endl; break;  
24         case 5: cout << "You chose to Quit Game" << endl; break;  
25         default: cout << "Invalid Choice" << endl;  
26     }  
27     cout << "Philip Pesic 11/10/22" << endl;  
28     return 0;  
29 }  
30
```

The output window shows the following text:

```
Choose Option:  
Single Player (1)  
Cpu (2)  
Split Screen (3)  
Online Multiplayer (4)  
Quit Game (5)  
5  
You chose to Quit Game  
Philip Pesic 11/10/22  
Program ended with exit code: 0
```

I learned that I need to put the break statement inside the case, if I want to exit the switch statement.