Part 5:

|  |  |  |
| --- | --- | --- |
| **Prompt** | **User Input** | **Result** |
| Input the location of a monster knowing the chest is 5x5 | 6,7 | Invalid input, go back to the menu |

|  |  |  |
| --- | --- | --- |
| **Prompt** | **User Input** | **Result** |
| Start of the program: Enter the number of rows: | 3 | Store the number until the user enter the number of columns |
| Start of the program: Enter the number of columns: | 3 | Make a 2 dimensional array on the heap with the size 3 rows and 3 columns |
| Prompt the user with the 6 options | 1 | Ask the user to input values for the 4 attributes, store those attributes in the array. |
| Prompt the user with the 6 options | 2 | Ask the user for a row and a column. Remove the item in that location: setting all values to 0 and all string/char to “ “. |
| Prompt the user with the 6 options | 3 | Randomly generate an item |
| Prompt the user with the 6 options | 4 | Ask the user for a row and a column. Display all attribute of that item |
| Prompt the user with the 6 options | 5 | Ask the user for 2 locations in the string, switch the 2 items in that string. |
| Prompt the user with the 6 options | 6 | Exit the program |

Above is a table of all the previous test cases I came up with and I tested each one of them. They worked as I expected, the same as the results.

1. When I first started doing this assignment, I had the 2D array set up but not the input part of it so I manually coded in a monster and tried to store it in a spot that is outside of the 2D array. I got the segmentation fault(core dumped) error.

To find the error, I made a break point at where I added that monster and ran the code with gdb.

Part 6:

Friend running the code:

Enter the number of rows: 5

Enter the number of column: 4

[][][][]

[][][][]

[][][][]

[][][][]

[][][][]

Total value of 0 items: $0

1) Add monster

2) Remove monster

3) Add random monster

4) Display monster

5) Swap monster

6) Quit

3

Enter row: 1

Enter column: 1

Random monster: Name: Mecyxwbnbhtovtg Number of hands: 2 Level of threat: 4 Value: 43.75

[][][][]

[][M][][]

[][][][]

[][][][]

[][][][]

Total value of 1 item: $43.75

1) Add monster

2) Remove monster

3) Add random monster

4) Display monster

5) Swap monster

6) Quit

3

Enter row: 2

Enter column: 2

Random monster: Name: Chyxfpxvmtvzlehww Number of hands: 42 Level of threat: 1 Value: 70.28

[][][][]

[][M][][]

[][][C][]

[][][][]

[][][][]

Total value of 2 items: $114.03

1) Add monster

2) Remove monster

3) Add random monster

4) Display monster

5) Swap monster

6) Quit

5

Enter row for the first monster: 1

Enter column for the first monster: 1

Enter row for the second monster: 2

Enter column for the second monster: 2

[][][][]

[][C][][]

[][][M][]

[][][][]

[][][][]

Total value of 2 items: $114.03

1) Add monster

2) Remove monster

3) Add random monster

4) Display monster

5) Swap monster

6) Quit

4

Enter row: 1

Enter column: 1

Name: Chyxfpxvmtvzlehww

Number of hands: 42

Level of threat: 1

Value: 70.28

[][][][]

[][C][][]

[][][M][]

[][][][]

[][][][]

Total value of 2 items: $114.03

1) Add monster

2) Remove monster

3) Add random monster

4) Display monster

5) Swap monster

6) Quit

6

One improvement:

I can definitely make the display of the chest look better. Right now it is just 2 brackets and it is not super even.