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Workshop #5 (Part-2):

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Name :KYOJUNG KIM

ID :kkim107

Email :kkim107@myseneca.ca

Section:IPC144ZAA

1. I used “Playerinformation” and “Gameinfo” structures in this workshop. Using structures makes it easy to manage related data(members). Also, I do not need to declare additional parameters in other functions, I just need to reference structures’ names in parameters, and then I can use them easily.
2. Change char player\_history[4][71];à char player\_history[5][71];

And store previous results in player\_history[4][71]; and record new results in char player\_history[5][71];.

Also we need to initialize all elements in player\_history[0][1][2] [71]; before starting new game.

Additionally, add another member(array) to store the result of endgame, such as int lives;, int move;, and int encounter;

Result[0] = int lives; Result[1] = int move; Result[2] = int encounter;,

After recording, initialize all three members again before starting new game.

1. Player “board” part, because I did not know how to store calculated integer value in char array, Like this store\_value = ((i + 1) / 10) + '0'; I spent two hours figuring out that I just needed to add '0' to the calculated integer value to convert it as a char element. Also, I searched many things and I found other ways, sprintf() and itoa(), but still, I don’t know how to exactly use these and what is the difference between add '0' and use those functions.