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Description: This program manages a list of up to 10 players, and their high scores.

There will be 4 functions that allow the user to interact with the program by managing (adding, deleting)

players and their highscores in the program. This program will not utilize a struct or class.

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#include <iostream>

#include <string>

#include <iomanip>

using namespace std;

void menuAction();

//Pre-condition: No parameters passed to the function

//post-condition: No parameters returned from the function

int UserSelection();

//Pre-condition: No parameters passed to the function

//post-condition: int Parameter returned from the function

void menuAction(int userchoice);

//Pre-condition: Parameter user choice is passed to the function. Type int must be initiliazed before.

//post-condition: No parameters returned from the function

class Arrays

{

public:

public:

string players;

int scores;

};

int main()

{

//start work-flow

int userchoice = UserSelection();

menuAction(userchoice);

}

//Description: This function is the has the program workflow included. It contains all the choices the user can make.

void menuAction(int userchoice)

{

//Declare variables

int count = 0;

int counter = 0;

string deletedplayer;

Arrays somename;

Arrays info[10] = { somename };

//Begin calling workflows

do {

//Logic for if user wants to add a player

if (userchoice == 1)

{

//Prompt user for input

for (int i = counter; i <= count; i++)

{

cout << "Please enter a player: " << endl;

cin >> info[i].players;

cout << "Please enter a score: " << endl;

cin >> info[i].scores;

cout << endl;

}

//Print out the new array

for (int i = 0; i <= count; i++)

{

cout << info[i].players << endl;

cout << info[i].scores << endl;

}

//Increase place in Arrays

count++;

counter++;

userchoice = UserSelection();

}

else if (userchoice == 2)

{

//Print out the array

for (int i = 0; i <= count; i++)

{

cout << info[i].players << endl;

cout << info[i].scores << endl;

}

userchoice = UserSelection();

}

else if (userchoice == 3)

{

//Declare variables

string userinput;

//Prompt user for input

cout << "Please enter a player to look up their score: " << endl;

cin >> userinput;

//Logic for searching for player

for (int i = 0; i < 10; i++)

if (userinput == info[i].players)

{

cout << userinput << "'s score is: " << info[i].scores << endl;;

}

cout << endl;//Empty Line

userchoice = UserSelection();

}

else if (userchoice == 4)

{

//Prompt user for input

cout << "Please enter a player to delete them and their score: ";

cin >> deletedplayer;

//Logic for searching for player and deleting them

for (int i = 0; i <= count; i++)

{

if (deletedplayer == info[i].players)

{

info[i].players = "";

info[i].scores = 0;

}

}

//Increment down placeholder of Array

count--;

counter--;

userchoice = UserSelection();

}

} while (userchoice != 5);

cout << "Goodbye!" << endl;

}

//Description: This function prompts a user for input and returns it in the variable userpick.

//It prompts the user for a int value, to decide if to continue the program.

int UserSelection()

{

//Define variables

int userpick;

//Prompt the user for input

cout << "1. Add a new player and score. " << endl;

cout << "2. Print all players & scores to the screen. " << endl;

cout << "3. Search for a player and score." << endl;

cout << "4. Remove a player and score from the list" << endl;

cout << "5. To leave the Exit the Program" << endl;

cout << "Please select options between 1-5: ";

cin >> userpick;

cout << endl;//Empty Line

return userpick;

}