



Intro to Programming

COEN 10

Lab 10
Pet Grooming
Salon



Lab 10 – Grooming Schedule

- Your program schedules grooming appointments
- The groomer takes appointments at
 - 1pm, 2pm, 3pm, 4pm, 5pm
- **New**
 - Priority option
 - Count letters option



Lab 10

- Interface
 - The user can use the system to
 - (1) Request a lesson
 - (2) Cancel a lesson
 - (3) List the lessons
 - (4) Show names starting with a letter
 - (5) Show groups with a number of people
 - **(6) Priority**
 - **(7) Count letters**
 - (9) Quit
 - Any other number, report and ignore



Lab 10

- New
 - Priority, option 6
 - Create a new function
 - Read a name, phone, and number of pets
 - Reserve the appointment at 1pm
 - Shift everyone to later times
 - If the schedule is full, cancel the last one
 - Show each changed time or canceled lesson to the user
 - This can only happen **one time**
 - Control that in the main function



Lab 10

- New
 - Count letters, option 7
 - Input a letter
 - Count the number of occurrences in all the names



Lab 10

- Count a letter
 - **Use a pointer** to traverse each string when counting the occurrences of the character given
 - Your function will receive the letter as an **argument** (`scanf` in main) and **return** the final counter, which is will be output (`printf`) in the main function
 - Declaring function (prototype) `count_letter`:
`int count_letter (char);`



Lab 10

- Count a letter
 - In main, calling count_letter:

```
printf ("letter? ");  
scanf (" %c", &letter);
```



```
number = count_letter (letter);  
printf ("found %d occurrences of %c\n", number, letter);
```

Attention for the trailing blank in the format. It tells scanf to ignore any leading whitespace-like inputs (including the previously stored `\n`). It caused by the previous ENTER key press that generates a newline `\n`, which is a valid input for `%c`.



Lab 10

- When you are done
 - Demo
 - Execute your code to the TA
 - Submit
 - Submit the source code to Camino
 - Don't forget to put your name on it!



End

Lab 10