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Dis 2A

**Project 2 Report**

1.

A problem I encountered was when determining whether an input to the Yes/No questions was valid or not. When the user inputted Yes or No followed by another word separated by a space, the program would compile successfully without telling the user that the input value was invalid. For example, if the user inputted “Yes and No”, cin would take the Yes and ignore the rest of the input, which wouldn’t be a valid logical input. I had to use the getline command, rather than cin in order to account for extra words the user could have added on at the end. However, from there the program wouldn’t let the user input a value for the first Yes/No question because it would tell the user that the inputted value was invalid without the user typing anything. To fix this, I had to also include cin.ignore(10000, ‘\n’) before getline so the cin operator wouldn’t take the white space from the previous line as an input.

2.

All valid inputs (Frozen, 10, Yes, 10, Yes, No)

Negative Theme Input (The Matrix, -10, No, 8, No, Yes)

Non-Integer Theme Input (The Matrix, Ten, No, 8, No, Yes)

Invalid Theme Input (The Matrix, 11, No, 8, No, Yes)

Integer Actor/Actress Input (La La Land, 3, 10, 10, Yes, No)

Invalid Actor/Actress Input (La La Land, 3, Maybe, 10, Yes, No)

Invalid Actor/Actress Input (La La Land, 3, Yes and No, 10, Yes, No)

Negative Taste Input (Ratatouille, 9, No, -3, No, No)

Non-Integer Taste Input (Ratatouille, 9, No, Eight, No, No)

Invalid Taste Input (Ratatouille, 9, No, 19, No, No)

Integer Thumbed Up Input (Thumbelina, 7, No, 10, 3, Yes)

Invalid Thumbed Up Input (Thumbelina, 7, No, 10, Maybe, Yes)

Invalid Thumbed Up Input (Thumbelina, 7, No, 10, No but also Yes, Yes)

Integer Thumbed Down Input (Scream, 6, Yes, 10, Yes, 5)

Invalid Thumbed Down Input (Scream, 6, Yes, 10, Yes, Possibly)

Invalid Thumbed Down Input (Scream, 6, Yes, 10, Yes, Yes and No)