

# Advanced Programming

## COEN 11

### Lab 3

# Lab3

## ❑ Restaurant Waiting List

- Change lab 2 to use an array of structures
- Due in week 3

# Lab3

□ Same functionality as Lab 2, but add one more command

➤ The waiting list is created interactively with the following commands

- 1, 2, 3
  - Same as in lab 2
- 4 <size>
  - Show the names in the list that are waiting for a table to fit <size> people.
- 5
  - Quits

# Lab3

- ❑ Same requirements as Lab 2
  - Loop forever accepting commands
  - 4 functions
    - insert, delete, show, search\_size
  - Do not allow names to repeat
  - List mechanism
    - Your list should stay in the oldest-to-newest order
      - Always insert a new entry at the bottom
      - Always shift entries up after deleting one

# Lab3

## □ New requirements

### ➤ Global variables

- array of structures
- counter

### ➤ Use a struct pointer to traverse the array in each function