

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