
COM S 213 – Spring 2003

ASSIGNMENT #1: **Old-Style Menu**

DATE GIVEN: **1/23/03**

DATE DUE: **1/30/03**

PURPOSE:

The purpose of this assignment is to allow you to apply the review concepts we've covered in the first two lectures. While we will have covered additional topics which could be applied to the assignment by the time this assignment is due, please restrict your solution to topics covered in lectures 1 and 2.

ASSIGNMENT:

In the old days, a menu (in the context of a computer program) meant a series of commands, each printed on a separate line with a number to the left of each. After all commands were printed a prompt would appear which would say something like, "Enter Your Choice Here"—where you'd be expected to enter one of the numbers to the left of the commands and hit RETURN (or ENTER).

Indulge yourselves in a journey back to these simpler times! Construct a simple menu system which prints the following menu:

```
A C C O U N T S    M E N U
(1) Add a new account
(2) List all accounts
(3) Delete account
(4) Edit account
(5) Quit
Enter Choice:
```

When the user enters a choice you should echo out the command entered, like this:

```
Enter Choice: 3
Delete account chosen
```

And then print out the menu again. Assume that the user will only enter integers at your prompt, but handle the case where the integer entered is less than 1 or greater than 5.

You should break this task down into modular components (draw menu, prompt user, validate input, act on input, etc) and develop functions for each. Obviously, when the user enters "5" for "Quit" your program should exit.

Please consult the course web site for guidelines in turning in assignments.