

cis15-fall2007-sklar, assignment I, part 3 (optional)

instructions

- This is an optional third part of the assignment for unit I.
- This part is worth 1 point of extra credit and can be submitted along with parts 1 and 2 on (or before) Monday September 24.

1. enumerated data types

(0.5 points)

Create another version of the program you wrote for assignment I part 1, *ersatz hearts game*, so that instead of declaring the suits as four constants, create an enumerated data type and use that instead (i.e., wherever the constants were used, replace them with a variable of the enumerated data type).

2. command-line arguments

(0.5 points)

Create another version of the program you wrote for assignment I part 2.2, *unix command help program*, so that instead of prompting the user to input a unix command or "quit", iteratively, the user inputs the unix command for which they want help on the command-line when they run the program.

Note that this means that you won't have a loop in the program. The program will only provide help for one command, so if the user wants help for multiple commands, they will have to run the program multiple times.