

# CS 12 - Assignment 5

## Structures

### Due Friday, February 20

In this assignment you will be using structures. Be sure to include all necessary information at the top of your program and use good commenting and style throughout. You must use linux to do this program.

Write a structure that maintains information about a house. You should be able to keep track of the square footage of the house, the number of bedrooms and the number of bathrooms. Your structure should also be able to keep track of whether the house has a fireplace or not. You should also have a string to hold the address (the house number and street will suffice).

Now write a program that a realtor could use to keep track of what houses are for sale. You should create an array of 10 houses (assume that there will never be more than 10 houses for sale at the same time. You should give the user the following options.

**Put up another house for sale** You should be maintaining the number of houses that are for sale (the number of items in the array that are being used). This option should prompt the user for each piece of information and should be stored in the next available position in the array. You should be sure to increment the number of houses that are currently for sale.

**Print out the information about a particular house** This option should allow the user to print out all the structure members of a particular house. The particular house can be specified by using the array index. Needless to say, it should be in a nicely formatted manner.

**Print out the information about all the houses for sale** This should print out all the information for each house that is in the array, again nicely formatted. Remember, not all the items in the array may be used.

**Print out all the houses with at least a specified number of bedrooms** This should go through the array checking each house for sale. If the number of bedrooms is at least as many as the specified amount, the address of the house should be printed.

You should use functions throughout your program.