# Homework Lab 6: Functions

***Exercise #1:***

Write a function called shiftNums. Then test your function by calling from main. The function shiftNums is a void function and takes 4 integer parameters. After the function is called, and returns back to the caller, the 4 integer parameter values are shifted over. So if the function is called:

int x = 6;

int y = 7;

int z = 9;

int w = 11;

shiftNums( x, y, z, w);

x will be 11 (it gets the last value), y will be 6, z will be 7 and w will be 9.

***Exercise #2:***

Use your menu game program that you have been building up all semester. Add the treasure game, the Psychic lab, the guessing game (covered in class), to the list of choices. So now your menu looks like this:

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 Welcome!

Please choose a number from the following options:

1. Madlibs!
2. Choose your own Adventure!
3. Psychic future!
4. Find the Treasure!
5. Guessing game!
6. Exit!

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When a user chooses a menu option, a function that plays that game is called. After the game is played, the menu once again shows up on the screen. NOTE: ALL GAMES MUST BE IN FUNCTIONS!! The main program only has the menu in a loop!