```cpp
#include <iostream>

#include "vehicle.h"

#include "manager.h"


using namespace std;


void mainMenu(manager man1); ///Function declarations


int main() ///Main

{

    manager manager1;

    mainMenu(manager1); ///Run main menu function using manager1

    return 0;

}


void mainMenu(manager man1)

{

    int mainSentinal = 2;

    int editSentinal = 7;

    string editString = " ";

    int editNum = 0;

    int vehicleIndexEdit = 0;

    int number_of_trucks = 0; ///Variables

    while(man1.getGenerated() != true && mainSentinal != 4) ///While loop that generates the array of vehicles

    {

        cout << "Possible Actions" << endl << endl;

        cout << "Generate Vehicles List (1)" << endl;

        cout << "Exit            (4)" << endl << endl;
```

```cpp
        cout << "Please enter your action (1 or 4): ";

        cin >> mainSentinal;

        if(mainSentinal == 1) ///If statements that read user input and either generate the list, exit the
program, or prompt the user to enter the value again

        {

            cout << "Please enter the number of trucks out of 200 vehicles: ";

            cin >> number_of_trucks;

            man1.generateInfo(number_of_trucks);

            man1.setGenerated(true);

        }

        else if(mainSentinal == 4)

        {

            cout << "Goodbye!";

        }

        else if(mainSentinal != 1 && mainSentinal != 4)

        {

            cout << "That is not a valid option. Please try again!" << endl;

        }

    }

    while(man1.getGenerated() == true && mainSentinal != 4) ///While loop containing Edit Mode, the
print vehicles action, and the exit action

    {

        cout << "Possible Actions" << endl << endl;

        cout << "Edit List          (2)" << endl;

        cout << "Print Vehicles       (3)" << endl;

        cout << "Exit              (4)" << endl << endl;

        cout << "Please enter your action (2, 3, or 4): ";

        cin >> mainSentinal;

        if(mainSentinal == 2) ///Edit mode
```

```cpp
{
    while(editSentinal != 0) ///Allows the user to enter the index and what they would like to edit
    {
        cout << "EDIT MODE" << endl;

        cout << endl << endl << "Type (1)" << endl << "Age (2)" << endl << "Length (3)" << endl
            << "Width (4)" << endl << "Max Speed (5)" << endl << "Exit (0)" << endl << endl;

        cout << "Field to change: ";

        cin >> editSentinal;

        if(editSentinal == 0) ///Ends edit mode if the user enters 0
        {
            cout << "EDIT MODE ENDED" << endl;

            mainSentinal = 1;

            break;
        }
        if(editSentinal > 6)
        {
            cout << "That is not a valid input. Please try again." << endl;
        }
        while(editSentinal == 1) ///Allows the user to change the vehicle type
        {
            cout << "Enter the index of the vehicle you would like to edit (0 - 199): ";

            cin >> vehicleIndexEdit; ///Reads in the index of the information the user wants to edit

            cout << "What would you like to change the vehicle type to?" << endl;

            cin >> editString;

            if(editString == "Truck" || editString == "Car")
            {
                man1.setArrayType(vehicleIndexEdit, editString);

                editSentinal = 7;
            }
```

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        else
        {
            cout << "Sorry, that is not a valid input. Please try again" << endl;
        }
    }
    while(editSentinal == 2) ///Allows the user to change the vehicle age
    {
        cout << "Enter the index of the vehicle you would like to edit (0 - 199): ";
        cin >> vehicleIndexEdit; ///Reads in the index of the information the user wants to edit
        cout << "What would you like to change the vehicle age to?" << endl;
        cin >> editNum;
        if(editNum >= 1 && editNum <= 20)
        {
            man1.setArrayAge(vehicleIndexEdit, editNum);
            editSentinal = 7;
        }
        else
        {
            cout << "Sorry, that is not a valid input. Please try again" << endl;
        }
    }
    while(editSentinal == 3) ///Allows the user to change the vehicle length
    {
        cout << "Enter the index of the vehicle you would like to edit (0 - 199): ";
        cin >> vehicleIndexEdit; ///Reads in the index of the information the user wants to edit
        cout << "What would you like to change the length of the vehicle to?" << endl;
        cin >> editNum;
        if(editNum >= 3 && editNum <= 8)
        {
```

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      man1.setArrayLength(vehicleIndexEdit, editNum);

      editSentinal = 7;

  }

  else

  {

    cout << "Sorry, that is not a valid input. Please try again" << endl;

  }

}

while(editSentinal == 4) ///Allows the user to change the vehicle width

{

   cout << "Enter the index of the vehicle you would like to edit (0 - 199): ";

   cin >> vehicleIndexEdit; ///Reads in the index of the information the user wants to edit

   cout << "What would you like to change the width of the vehicle to?" << endl;

   cin >> editNum;

   if(editNum >= 1 && editNum <= 3)

   {

      man1.setArrayWidth(vehicleIndexEdit, editNum);

      editSentinal = 7;

   }

   else

   {

      cout << "Sorry, that is not a valid input. Please try again" << endl;

   }

}

while(editSentinal == 5) ///Allows the user to change the vehicle max speed

{

   cout << "Enter the index of the vehicle you would like to edit (0 - 199): ";

   cin >> vehicleIndexEdit; ///Reads in the index of the information the user wants to edit

   cout << "What would you like to change the maximum speed of the vehicle to?" << endl;
```

```cpp
            cin >> editNum;

            if(editNum >= 120 && editNum <= 200)

            {

                man1.setArrayMS(vehicleIndexEdit, editNum);

                editSentinal = 7;

            }

            else

            {

                cout << "Sorry, that is not a valid input. Please try again" << endl;

            }

        }

    }

    if(mainSentinal == 3) ///Prints the vehicle information list

    {

        man1.printVehicleInfo();

    }

  }

}
```