```cpp
#include <iostream>
#include <string>

using namespace std;

int main()
{
    cout << "Red Riding Hood" << endl;

    //Part 1
    int choice;
    bool supportedChoice = false;

    while (supportedChoice == false) //executes until a valid entry for choice is entered
    {
        cout << "A wild wolf appears! What will you do?" << endl; //Here's the problem
        cout << "1. Run from the wolf." << endl //Here's choice 1
             << "2. Attempt to engage the wolf in meaningful dialogue." << endl; //Here's choice 2
        cout << "Enter 1 or 2: "; //Here's the prompt
        cin >> choice;

        //Part 2 & 3
        if (choice == 1)
        {
            cout << "You flee from the wolf." << endl
                 << "The wolf wanders off dejectedly into the forest." << endl;
            supportedChoice = true; //set supportedChoice to true because 1 is a valid choice
        }
        else if (choice == 2)
        {
            cout << "You speak with the wolf, who got lost in the forest looking for his friend, the huntsman." << endl
```

```
            << "You give the wolf directions and he thanks you profusely before continuing on his way." << endl;
        supportedChoice = true; //set supportedChoice to true because 2 is a valid choice
    }
    else //error message that displays if the player attempts to enter an unsupported option
    {
        cout << "You're not sure what to do." << endl
            << "Try entering 1 or 2." << endl;
    }
} //executes until a valid entry for choice is entered

int firstChoice, secondChoice;
bool firstValid = false, secondValid = false;

while (firstValid == false) //loop executes until player enters a valid choice for firstChoice
{
    cout << "After you deal with the wolf, you set off to your grandmother's house." << endl
        << "You travel the path until you come to a fork in the road." << endl;
    cout << "1. Take the left fork." << endl
        << "2. Take the right fork." << endl;
    cout << "Enter 1 or 2: ";
    cin >> firstChoice;

    if (firstChoice == 1) //Player chose to take the left fork
    {
        while (secondValid == false) //loop executes until player enters a valid response for secondChoice
        {
            cout << "You come upon a beautiful spring. You suddenly feel very thirsty." << endl
                << "Will you drink?" << endl;
            cout << "1. Drink." << endl
                << "2. Resist the urge to drink." << endl;
            cout << "Enter 1 or 2: ";
```

```
        cin >> secondChoice;

        if (secondChoice == 1) //player chose to drink from the spring
        {
           cout << "You drink and feel refreshed." << endl
                << "You continue on your way, picking up your pace." << endl;
           secondValid = true; //sets secondValid to true because 1 is a correct response
        }
        else if (secondChoice == 2)//player did not choose to drink from the spring
        {
           cout << "Reluctantly, you leave without drinking." << endl
                << "You continue on your way, thirsty and cranky." << endl;
           secondValid = true; //sets secondValid to true because 2 is a correct response
        }
        else //error message for incorrect response
        {
           cout << "You hesitate." << endl
                << "Try again." << endl;
        }
    }

    firstValid = true; //sets firstValid to true because 1 is a correct response
} //end of if statement for a firstChoice of 1 (left fork)

else if (firstChoice == 2) //player chose to take the right fork
{
    while (secondValid == false) //executes until a valid response is entered for secondChoice
    {
        cout << "There's a cute little bunny frolicking in a clearing." << endl
             << "Will you pet it?" << endl;
        cout << "1. Pet the bunny." << endl
```

```
            << "2. Leave the bunny alone." << endl;
        cout << "Enter 1 or 2: ";
        cin >> secondChoice;

        if (secondChoice == 1) //player chose to pet the rabbit
        {
            cout << "The bunny you're petting turns out to be a wizard, " << endl
                << "who finds your petting offensive. He turns you into " << endl
                << "a newt." << endl;

            secondValid = true; //set secondValid to true because 1 is a correct response
        }
        else if (secondChoice == 2)//player did not choose to pet the rabbit
        {
            cout << "You go on your way without petting the rabbit, but " << endl
                << "you know, somewhere in the back of your mind, that " << endl
                << "you will always wonder about what could have been." << endl;
            secondValid = true; //set secondValid to true because 2 is a correct response
        }
        else //error message for incorrect response
        {
            cout << "The bunny confounds you. You hesisitate." << endl
                << "Try again." << endl;
        }
    } //end of the while loop that check is secondChoice is valid
    firstValid = true; //set firstValid to true because 2 is a correct response
} //end of elseif statement for a firstChoice of 2

else //player did not put in valid input
{
   cout << "You're not sure what to do." << endl
```

```
            << "Try again." << endl;
    }
} //end of the while loop that checks if firstChoice is valid

//Part 4
int validChoice;
bool valid = false;

while (valid == false) //executes until validChoice is 1 or 2
{
    cout << "You encounter an unattended pot of gold." << endl
         << "1. Try to take the gold." << endl
         << "2. Leave the gold alone." << endl;
    cout << "Enter 1 or 2: ";
    cin >> validChoice;

    if (validChoice == 1)
    {
        cout << "A fairy appears!" << endl
             << "She thanks you for guarding her treasure." << endl
             << "You walk away feeling guilty." << endl;
        valid = true; //set valid to true because 1 is a valid choice
    }
    else if (validChoice == 2)
    {
        cout << "You walk away, feeling righteous but " << endl
             << "a bit foolish." << endl;
        valid = true; //set valid to true because 2 is a valid choice
     }
    else //error message that let the player know that they've entered a wrong response
    {
```

```
            cout << "You made a response in error. Try again." << endl;
        }
    } //end of while loop the executes until validChoice is valid


    return 0;
}
```