#include "stdafx.h"

#include "Accounts.h"

#include "ErrorCheck.h"

#include "Booking.h"

#include <iostream>

#include <string>

#include <array>

#include <vector>

#include <conio.h>

#include <ctime>

using namespace std;

// START OF DELETEOBJECTS BEHAVIOURS

// Confirmation on whether to delete last object in the system

bool& DeleteLastObjectConfirmation(bool &bCheckPass, const string &sObjectTypePass, \_\_int16 &iObjectSizePass)

{

bCheckPass = false; // Used to decide whether to delete or not

\_\_int16 iChoice = 0; // Used for getting the users choice input

cout << "\nAre you sure you want to delete the last " << sObjectTypePass << " in the system?\n";

cout << "1: YES\n";

cout << "2: NO\n";

cin >> iChoice;

// Error checking to stop user from entering bad input such as text or special characters

iChoice = OnlyIntegerErrorChecking(iChoice);

// Error checking to stop user from selecting an option not on the menu

iChoice = MenuOptionErrorChecking("DeleteLastObject", iChoice);

if (iChoice == 1)

{

if (iObjectSizePass == 1)

{

bCheckPass = false; // Need at least 1 object in the system at all times, no deleting from the system

cout << "\nAt least 1 " << sObjectTypePass << " account must be in the system, currently there is " << iObjectSizePass << " in the system\n";

}

else

{

bCheckPass = true; // YES, delete

}

}

else

{

bCheckPass = false; // NO, don't delete

}

return bCheckPass;

}

// Polymorphism - Deletes last booking in the system

void DeleteLastObject(vector<Booking>\*oBookingPass)

{

oBookingPass[0].pop\_back();

}

// Polymorphism - Deletes last doctor account in the system

void DeleteLastObject(vector<Doctor>\*oDoctorPass)

{

oDoctorPass[0].pop\_back();

}

// Polymorphism - Deletes last surgery account in the system

void DeleteLastObject(vector<Surgery>\*oSurgeryPass)

{

oSurgeryPass[0].pop\_back();

}

// Polymorphism - Deletes last receptionist account in the system

void DeleteLastObject(vector<Receptionist>\*oReceptionistPass)

{

oReceptionistPass[0].pop\_back();

}

// END OF DELETEOBJECTS BEHAVIOURS