#pragma once

#include "stdafx.h"

#include "Accounts.h"

#include <iostream>

#include <string>

#include <array>

#include <vector>

#include <conio.h>

#include <ctime>

using namespace std;

#ifndef Booking

// Define Booking

// Booking class

class Booking : public ID

{

public:

Booking(); // Booking constructor

~Booking(); // Booking destructor

bool& BookingCostConfirmation(bool &bCheckPass, \_\_int16 &iChoicePass); // Gets confirmation on the £25 booking cost for an appointment

void GetBookingDetails(const \_\_int16 &iDoctorNumberPass, const \_\_int16 &iSurgeryIDPass, const string &sDoctorNamePass, const string &sCustomerNamePass, const string &sCustomerAilmentPass, const string &sBookingDatePass); // Get and store booking details

void ReviewAllBookings(); // Review all bookings within the system using customer and doctor details

\_\_int16 ReturnDoctorID(); // Returns doctor ID back to add 1 appointment slot back to the correct doctor tied to the last booking in the system

protected:

string sCustomerName; // Customer's name

string sCustomerAilment; // Customer's ailment

string sDoctorName; // Doctor's name customer's booking is assigned to

string sBookingDate; // Date booking was made

\_\_int16 iDoctorID; // Doctor's ID customer's booking is assigned to

\_\_int16 iSurgeryID; // Surgeries ID customer's booking is assigned to

float fCost; // Cost of the booking

};

#endif