#pragma once

#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;

#ifndef DeleteObjects

// Defube DeleteObjects

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

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

// Polymorphism - Deletes last booking in the system

void DeleteLastObject(vector<Booking>\*oBookingPass);

// Polymorphism - Deletes last doctor account in the system

void DeleteLastObject(vector<Doctor>\*oDoctorPass);

// Polymorphism - Deletes last surgery account in the system

void DeleteLastObject(vector<Surgery>\*oSurgeryPass);

// Polymorphism - Deletes last receptionist account in the system

void DeleteLastObject(vector<Receptionist>\*oReceptionistPass);

#endif