#pragma once

#include "stdafx.h"

#include <iostream>

#include <string>

#include <array>

#include <vector>

#include <conio.h>

#include <ctime>

using namespace std;

#ifndef System

// Define System

// System class

class System

{

public:

void Welcome(); // Prompts welcome text

void LoginPromp(); // Prompts user login

void SetupMenu(); // Displays menu options for receptionists for setting up the system

void LoggedInMenu(); // Displays menu options for receptionists when logged in

void LastMenuOption(const string &sLastOptionPass); // Gets the last menu option selected

bool PreviousChoiceErrorChecking(int iChoicePass, int iPreviousChoicePass, bool bCheckPass); // Error checking to stop the user from selecting the same option twice

void SelectDoctorPrompt(); // Displays prompt for selecting doctor for customer in booking

void SelectSurgeryPrompt(); // Displays prompt for selecting a surgery for customer in booking

private:

string sLastMenuOption; // Used in the SetupMenu function to display the correct menu options based on the previous choice chosen

};

#endif