```
24K-0559
BSCS2H
OOP THEORY ASSIGNMENT3:
CODE:
//24k-0559 Bazil-Uddin-Khan
#include<iostream>
#include<fstream>
#include<string>
#include<exception>
using namespace std;
class User
{
  protected:
  string UserName;
  string DateOfJoining;
  string email;
  string phoneNumber;
  public:
  User() : UserName(""),DateOfJoining(" "),email(" "),phoneNumber(" ")
 {}
  User(string name, string date, string Email, string number):
UserName(name), DateOfJoining(date), email(Email), phoneNumber(number)
```

```
{}
virtual void DisplayInfo()
{
  cout << " UserS Details Are For Verification " << endl;</pre>
  cout << "User Name is = " << UserName << endl;</pre>
  cout << "User Date Of Joining is = " << DateOfJoining << endl;</pre>
  cout << "User Email is = " << email << endl;</pre>
  cout << "User Phone Number is = " << phoneNumber << endl;</pre>
}
string GetName()
{
  return UserName;
}
string GetEmail()
{
  return email;
}
string GetDateOfJoining()
{
  return DateOfJoining;
```

}

```
};
class Routes
{
  private:
  string RoutesPickDown[25] =
{"Saffora", "SindhBaloach", "KamranChorangi", "Jamalipull", "Maskan", "PowerHo
use","DolminMall","bardadari","Golbarq","Donisel","clifton","Bahria","Dha","
UniversityRoad", "Korangi", "Iyaripull", "Motimehal", "Sheefaisal", "Balochistansaj
ji","Kdm","Mehran","Lalqila","Tariqroad","Balochistanx","bax"};
  string RoutesPickUp[25] = {
    "Nazimabad", "North Karachi", "WaterPump", "Ancholi", "Liaquatabad",
    "Gulshan-e-Maymar", "AyeshaManzil", "PECHS", "GuruMandir",
"Shahra-e-Faisal",
    "Malir Halt", "Model Colony", "SafariPark", "JoharMor", "Askari-IV",
    "SafooraChowrangi", "Defence Phase 2", "SeaView", "HillPark", "Gizri",
    "ManzoorColony", "NewTown", "Khokharapar", "Landhi 89", "Saddar"
  };
  double Distance[25] =
  {
   10.5, 20.3, 15.7, 8.2, 30.6,
   25.9, 12.4, 18.8, 5.5, 22.1,
   16.0, 9.7, 14.2, 27.3, 19.5,
```

```
11.6, 24.7, 7.8, 13.9, 21.0,
 6.4, 17.2, 23.5, 28.1, 4.9
};
public:
Routes()
{}
int CheckRoute(string Routeu, string Transport)
{
  if(Transport == "Nadeem")
  {
    for(int i=0; i < 25; i++)
    {
    if(RoutesPickUp[i] == Routeu|| RoutesPickDown[i] == Routeu)
     {
      return 1;
    }
    }
   cout << " Not Found " << endl;</pre>
  return -1;
  }
  else if(Transport == "Zulfiqar")
  {
```

```
for(int i=0; i < 25; i++)
      {
      if(RoutesPickUp[i] == Routeu | | RoutesPickDown[i] == Routeu)
       {
        return 1;
       }
      }
     cout << " Not Found " << endl;</pre>
     return -1;
    }
    cout << " Not Found " << endl;</pre>
     return -1;
  }
  string GetRouteName(string RouteNumber)
  {
    for(int i =0; i < 25;i++)
    {
      if(RoutesPickUp[i] == RouteNumber || RoutesPickDown[i] ==
RouteNumber)
      {
         string val = RoutesPickUp[i];
         return(val);
```

```
}
  return " ";
}
void DisplayInfo()
{
  cout << " Routes Details Are " << endl;</pre>
  for( int y =0; y< 24;y++)
    cout << RoutesPickUp[y] << " ";</pre>
  }
  cout<< endl;
  cout << " Routes Pick Down " << endl;</pre>
  for(int y =0; y< 24;y++)
  {
    cout << RoutesPickDown[y] << " ";</pre>
  }
  cout << endl;
  cout << "Distances Are " << endl;</pre>
   for(int y =0; y< 24;y++)
  {
    cout << Distance[y] << " ";</pre>
  }
  cout << endl;
```

```
}
};
class EntityFoundNot : public exception
{
  public:
  const char* what() const noexcept override
  {
    return " Entity Is Not Present Exception ";
  }
};
class PaymentNotExcep: public exception
{
  public:
  const char* what() const noexcept override
  {
    return " Payment Exception Not paid ";
  }
};
class OutOfRangeExcep: public exception
{
  public:
  const char* what() const noexcept override
```

```
{
    return " Index Exception Out Of Range ";
  }
};
class WrongInputException: public exception
{
  public:
  const char* what() const noexcept override
  {
    return " Wrong Input Exception ";
 }
};
class RouteNotFoundExeption: public exception
{
  const char* what() const noexcept override
  {
    return " Route Not Found Exception ";
  }
};
class PaymentFee
{
```

```
private:
double Fees;
string CardStatus;
string AcStatus;
const int ExtraFees = 2000;
public:
PaymentFee()
{
  Fees =0;
  CardStatus = "NotPaid";
  AcStatus = "No";
PaymentFee(double Fee, string status)
{
  AcStatus = status;
  Fees =0;
  if(AcStatus == "Yes")
  {
    Fees = Fees + Fee;
    this->Fees = Fees + ExtraFees;
  }
  else if(AcStatus == "No")
  {
```

```
Fees = Fee;
  }
  else
  {
    throw WrongInputException();
  }
}
int PaymentFees(double fees)
{
  Fees = fees;
  if(Fees == fees)
    this->Fees = fees;
    this->CardStatus = "Paid";
    cout << " Payment Susssfully made " << endl;</pre>
    return 1;
  }
  else
  {
    cout << " Payment Not Recieved " << endl;</pre>
    throw PaymentNotExcep();
    return 0;
  }
}
```

```
void DisplayInfo()
  {
    cout << " --Fees Status Is-- " << endl;</pre>
    cout << " Fees Is " << Fees << endl;</pre>
    cout << " Card Status Is " << CardStatus << endl;</pre>
  }
  string GetStatus()
  {
    return CardStatus;
  }
};
class Driver: virtual public User
{
  protected:
  string driverName;
  string TransportType;
  string LiscenceType;
  string RouteAssigned;
  public:
  Driver() : driverName(" "),TransportType(" "),LiscenceType("
"),RouteAssigned(" ")
  {}
```

```
Driver(string name, string type, string lis, string route, string date, string
Email, string number):
driverName(name), TransportType(type), LiscenceType(lis), RouteAssigned(route),
User(name,date,Email,number)
  {}
  void SetAttributes()
  {
    string name;
    cout << "Enter Driver Name" << endl;</pre>
    cin >> name;
    driverName = name;
    string Transporttype;
    cout << "Enter Transportype like Bus/Coaster" << endl;</pre>
    cin >> Transporttype;
    TransportType = Transporttype;
    string ltype;
    cout << "Enter Lisence like (Full/Intermediate/Learner)" << endl;</pre>
    cin >> ltype;
    LiscenceType = Itype;
    string routeassign;
```

```
cout << "Enter RouteAssigned To You " << endl;</pre>
     cin >> routeassign;
     RouteAssigned = routeassign;
  }
  void displayDetails()
  {
    cout << " --Driver Info-- " << endl;
    cout << "Driver Name Is " << driverName << endl;</pre>
    cout << "Transporter Type Is " << TransportType << endl;</pre>
    cout << "Driver Lisence Is " << LiscenceType << endl;</pre>
    cout << "Driver Route Is " << RouteAssigned << endl;</pre>
  }
  string GetName()
  {
    return driverName;
  }
};
class Student : virtual public User
  private:
  string StudentId;
  string StudentName;
```

{

```
string StudentContactNumber;
string BatchNo;
string SemesterYear;
string RouteNumber;
string StopName;
static int TotalStudents;
string CardNumber;
int Status;
Routes route;
public:
Student()
{
  StudentId = " ";
  StudentName = " ";
  StudentContactNumber = " ";
  BatchNo = " ";
  SemesterYear = " ";
  RouteNumber = " ";
  StopName = " ";
  CardNumber =" ";
}
```

Student(string StudentId,string StudentName,string StudentContactNumber, string BatchNo,string SemesterYear,string RouteNumber,string StopName,string

```
CardNumber, string date, string Email, string number):
User(StudentName,date,Email,number),Status(-1)
 {
    this->StudentId = StudentId;
    this->StudentName = StudentName;
    this->StudentContactNumber = StudentContactNumber;
    this->BatchNo = BatchNo;
    this->SemesterYear = SemesterYear;
    this->RouteNumber = RouteNumber;
    this->StopName = StopName;
    this->CardNumber = CardNumber;
 }
 void SetAttributes(string StudentId, string StudentName, string
StudentContactNumber, string BatchNo, string SemesterYear, string
RouteNumber, string StopName, string CardNumber)
 {
    this->StudentId = StudentId;
    this->StudentName = StudentName;
    this->StudentContactNumber = StudentContactNumber;
    this->BatchNo = BatchNo;
    this->SemesterYear = SemesterYear;
    this->RouteNumber = RouteNumber;
    this->StopName = StopName;
    this->CardNumber = CardNumber;
```

```
}
void StudentRegisteration()
{
  string StudentId;
  cout << " Enter Your Fast Id like this(21k-0678) " << endl;</pre>
  cin >> StudentId;
  string StudentName;
  cout << " Enter Your Student Name " << endl;</pre>
  cin.ignore();
  getline(cin,StudentName);
  string StudentContactNumber;
  cout << " Enter Student Contact Number " << endl;</pre>
  cin >> StudentContactNumber;
  string BatchNo;
  cout << " Enter Batch No like 2022 " << endl;
  cin >> BatchNo;
  string SemesterYear;
  cout << " Enter Semester(Fall/Spring)Year like Fall2024 ";</pre>
  cin >> SemesterYear;
```

```
cout << "Routes Location Display" << endl;</pre>
    route.DisplayInfo();
    string RouteNumber;
    cout << " Enter Route Name Like (UniversityRoad Etc) from above
highlighted Routes " << endl;
    cin >> RouteNumber;
    string AcStatus;
    cout << "Tell In Yes/No If You Need Ac Or Not " << endl;
    cin >> AcStatus;
    PaymentFee payment(21200,AcStatus);
    string transport;
    cout << "Enter Transport name Nadeem/Zulfigar " << endl;</pre>
    cin >> transport;
    int Routenumber = route.CheckRoute(RouteNumber,transport);
    if(Routenumber != -1)
    {
      this->RouteNumber = RouteNumber;
      string RouteName = route.GetRouteName(RouteNumber);
      if(RouteName != " " && payment.GetStatus() != "NotPaid")
      {
        this->StopName = RouteName;
```

```
cout << " Successfully Registered " << endl;
CardNumber = ("0"+ to_string(TotalStudents));
```

SetAttributes(StudentId,StudentName,StudentContactNumber,BatchNo,Semest erYear,RouteNumber,RouteName,CardNumber);

```
TotalStudents++;
      Status = 1;
    }
    else
    {
      cout << " Failed To Register " << endl;</pre>
      throw PaymentNotExcep();
    }
  }
  else
  {
    cout << " Route Not Found " << endl;</pre>
    throw RouteNotFoundExeption();
  }
}
string GetContactNumber() const
{
  return StudentContactNumber;
}
```

```
string GetName() const
{
  return StudentName;
}
static int GetTotalStudents()
{
  return TotalStudents;
}
string GetUserId() const
  return StudentId;
}
void SaveStudentToFile(Student& student)
{
 ofstream file("students.txt", ios::app);
 if (file.is_open())
 {
  cout << "file Sucesfully Opened" << endl;</pre>
  file << "Name: " << StudentName << endl;
```

```
file << " Id: " << StudentId << endl;
  file << "Contact: " << StudentContactNumber << endl;
  file << "Route: " << RouteNumber << endl;
  file.close();
 }
 else
 {
  cerr << "Sorry!. Unable to open file for writing!" << endl;
 }
}
int getstatus()
{
  return Status;
}
void DisplayInfo()
{
  cout << "--Student Details Is--" << endl;</pre>
  cout << " Studentid Is " << Studentid << endl;</pre>
  cout << " Student Name is " << StudentName << endl;</pre>
  cout << " Student ContactNumber Is "<< StudentContactNumber << endl;</pre>
 cout << " Student BatchNo Is " << BatchNo << endl;</pre>
 cout << " Student SemesterYear Is " << SemesterYear << endl;</pre>
```

```
cout <<"Route Number Is " << RouteNumber << "And Stop Name Is " <<
StopName << " And Card Number Is " << CardNumber << endl;
  }
};
int Student :: TotalStudents =0;
class Faculty: virtual public User
{
  private:
  double MonthlyFees;
  double Salary;
  string RouteNumber;
  int Status;
  Routes route;
  public:
  Faculty(){}
  Faculty(string name, string date, string Email, string number, double fees, string
Routenumber, double salary): Status(-1),
MonthlyFees(fees),User(name,date,Email,number),RouteNumber(Routenumber
),Salary(salary)
  {}
  void DisplayInfo()
```

```
{
  cout << endl;
  cout << " __Teacher Details Is__" << endl;</pre>
  cout << " Teacher Name Is " << UserName << endl;</pre>
  cout << " Teacher Email Is " << email << endl;</pre>
  cout << " Teacher Date Of "7" Joining Is " << DateOfJoining << endl;
  cout << " Teacher Fees Is " << MonthlyFees << endl;</pre>
  cout << " Teacher Number Is " << phoneNumber << endl;</pre>
}
void TeacherRouteRegisteration()
{
  string AcStatus;
  cout << "Tell In Yes/No If You Need Ac Or Not " << endl;
  cin >> AcStatus;
  PaymentFee payment(MonthlyFees,AcStatus);
  int result = payment.PaymentFees(MonthlyFees);
  if(result !=0)
  {
    string transport;
    cout << "Enter Transport name Nadeem/Zulfigar " << endl;</pre>
    cin >> transport;
    int Routenumber = route.CheckRoute(RouteNumber,transport);
    if(Routenumber != -1)
    {
```

```
if(RouteName != " " && payment.GetStatus() != "NotPaid")
       {
        cout << " Teacher Succesfully Registered " << endl;</pre>
        Status =1;
       }
        else
       {
        cout << "Teacher Failed To Register " << endl;</pre>
        throw PaymentNotExcep();
       }
      }
      else
      {
      cout << " Route Not Found " << endl;</pre>
      throw RouteNotFoundExeption();
      }
    }
    else
      cout << " Sorry Teacher But You Cannot Avail Transport Please Clear Fees "
<< endl;
    }
  }
```

string RouteName = route.GetRouteName(RouteNumber);

```
string getname()
{
  return RouteNumber;
}
int getstatus()
{
  return Status;
}
void SaveFacultyToFile(Faculty& faculty)
{
 ofstream file("faculty.txt",ios::app);
 if(file.is_open())
 {
  cout << "Name is " << UserName << endl;</pre>
  file << "Route: " << RouteNumber << endl;
  file << "Email: " << email << endl;
  file.close();
 }
 else
 {
  cout << "Sorry!. Unable to open file for writing!" << endl;</pre>
  }
```

```
}
};
class Vehicle
{
  protected:
  string AssignedRoute;
  string AssignedDriver;
  int FacultySeats;
  int StudentSeats;
  Driver driver;
  public:
  Vehicle(): AssignedRoute(""), AssignedDriver("
"),FacultySeats(),StudentSeats()
  {}
  Vehicle(string rou,string dr,int fse,int se):
AssignedRoute(rou), AssignedDriver(dr), FacultySeats(fse), StudentSeats(se)
  {}
   void displayinfo();
```

```
};
class SeatsNotAvailableException: public exception
{
  const char* what() const noexcept override
  {
    return " Unsuccesfull Because seats not available Exception ";
  }
};
class Bus: public Vehicle
{
  string BusName;
  string DriverName;
  string model;
  const int Seats=52;
  public:
  Bus() : BusName(" "),DriverName(" "),model(" ")
  {}
  Bus(string bname, string dname, string mo, string rou, string dr, int fse, int se):
BusName(bname), DriverName(dname), model(mo), Vehicle(rou, dr, fse, se)
  {
```

```
if(se > Seats)
    {
      throw SeatsNotAvailableException();
    }
  }
  void SetAttributes(string bname,string dname,string mdel)
  {
    BusName = bname;
    model = mdel;
    DriverName = dname;
    FacultySeats = 15;
    StudentSeats = 52-15;
  }
  void displayInfo(string name)
  {
    cout << "--Bus Info--" << endl;
    cout << " BusName is " << BusName << endl;</pre>
    cout << " Driver Name is " << DriverName << endl;</pre>
    cout << " Model is " << model << endl;</pre>
    cout << " Bus Contains : " << FacultySeats << " Seats for faculty " << endl;</pre>
    cout << " Bus Contains : " << StudentSeats << " Seats for student " << endl;</pre>
    cout << " Bus : " << BusName << " Assigned Succesfully To " << name <<
endl;
```

```
}
  void SafeBusDataToFile()
  {
    ofstream file("bus.txt",ios::app);
    if(!file)
    {
      cerr << "Camt Open File" << endl;</pre>
      return;
    }
    file << "Bus name: "<< BusName << endl;
    file << " Driver Name: " << DriverName << endl;
    file << " Model is " << model << endl;
    file.close();
 }
};
class Coaster: public Vehicle
{
  string CoasName;
  string DriverName;
  string model;
  const int seats = 32;
```

```
public:
  Coaster() : CoasName(" "),DriverName(" "),model(" ")
  {}
  Coaster(string bname, string dname, string mo, string rou, string dr, int fse, int se)
: CoasName(bname), DriverName(dname), model(mo), Vehicle(rou, dr, fse, se)
  {
    if(seats < se)</pre>
    {
      throw SeatsNotAvailableException();
    }
  }
  void SetAttributes(string bname, string dname, string mdel)
  {
    CoasName = bname;
    model = mdel;
    DriverName = dname;
    FacultySeats = 10;
    StudentSeats = 32-10;
  }
  void displayInfo(string name)
```

```
{
    cout << "--Coaster Info--"<<endl;</pre>
    cout << " CoasterName is " << CoasName << endl;</pre>
    cout << " Driver Name is " << DriverName << endl;</pre>
    cout << " Model is " << model << endl;
    cout << " Coaster Contains : " << 32-FacultySeats << " Seats for faculty " <<
endl;
    cout << " Coaster Contains : " << StudentSeats << " Seats for student " <<
endl;
    cout << " Coaster : " << CoasName << " Assigned Succesfully To " << name <<
endl;
  }
  void SafeCoasterDataToFile()
  {
    ofstream file("coaster.txt",ios::app);
    if(!file)
    {
      cerr << "Camt Open File" << endl;
      return;
    }
    file << "Coaster name: "<< CoasName << endl;
    file << " Driver Name: " << DriverName << endl;
    file << " Model is " << model << endl;
```

```
file.close();
  }
};
class NoBookingException: public exception
{
  const char* what() const noexcept override
  {
    return " Unsuccesfull Booking Exception ";
  }
};
class Booking
{
  protected:
  int BookingNum;
  string BookingName;
  int BookingDate;
  int BookingMonth;
  int BookingYear;
  int BookingStatus;
  public:
```

```
Booking():
BookingDate(0),BookingMonth(0),BookingYear(0),BookingStatus(-1),BookingNu
m(0)
 {
    BookingName = " ";
    BookingStatus =-1;
 }
  Booking(string name):
BookingName(name),BookingDate(0),BookingMonth(0),BookingYear(0),Booking
Status(-1),BookingNum(0)
 {}
 void SetBookingName(string name)
 {
    BookingName = name;
 }
 void SetBookingNumber(int number)
 {
    BookingNum = number;
 }
 void SetAttributes()
 {
  }
```

```
void PerformBooking()
  {
    cout << " Enter Details To Do Booking. Booking Number is : " <<
BookingNum << endl;
    int month;
    int date;
    int year;
    cout << " Enter Month of Booking " << endl;</pre>
    cin >> month;
    cout << " Enter Date of booking " << endl;</pre>
    cin >> date;
    if(date >= 0 && date < 32 && month > 0 && month < 13)
    {
      double Fee;
      cout << " Enter Fee " << endl;</pre>
      cin >> Fee;
      if(Fee < 0)
      {
         cout << "Cant Be negative " << endl;</pre>
         return;
      }
      string Acneed;
```

```
cin >> Acneed;
      PaymentFee payment(Fee,Acneed);
      if(Acneed != "No")
      {
        int result = payment.PaymentFees(Fee + 2000);
       if(result !=0)
        BookingMonth = month;
        BookingYear = year;
        BookingDate = date;
        string bookingname;
        cout << " Enter Booking Name " << endl;</pre>
        cin >> bookingname;
        SetBookingName(bookingname);
        SetBookingNumber(BookingNum+1);
        cout << "Succesfully!. Booking Proceeded " << " Booking Number is " <<
BookingNum << " and Booking Name is " << BookingName << endl;
        BookingStatus = 1;
        }
        else
        {
        cout << " Sumbit Fees First " << endl;</pre>
        throw PaymentNotExcep();
```

cout << "Enter In Yes/No if You need Ac " << endl;</pre>

```
}
      }
      else
      {
        int result = payment.PaymentFees(Fee);
        if(result !=0)
        {
         BookingMonth = month;
         BookingYear = year;
         BookingDate = date;
         string bookingname;
        cout << " Enter Booking Name " << endl;</pre>
        cin >> bookingname;
        SetBookingName(bookingname);
        SetBookingNumber(BookingNum+1);
         cout << "Succesfully!. Booking Proceeded " << " Booking Number is "
<< BookingNum << " and Booking Name is " << BookingName << endl;
         BookingStatus = 1;
        }
        else
        {
        cout << " Sumbit Fees First " << endl;</pre>
        throw PaymentNotExcep();
        }
```

```
}
    }
    else
    {
    cout << " Cant Do For Booking Now " << endl;</pre>
    throw NoBookingException();
    }
  }
  int GetStatus()
  {
    return BookingStatus;
  }
  string GetBookingName()
  {
    return BookingName;
  }
};
class NadeemTransport
{
  private:
  int Points;
  int TotalDrivers;
```

```
int trackdriver;
  Driver * driver;
  Bus * bus;
  Coaster * coaster;
  int TotalVehicles;
  int TotalCoaster;
  int TotalBus;
  int trackbus;
  int trackcoast;
  int trackvehicle;
  string AssignedRoutes[25] =
  {
  "Route1A", "Route1", "Route2", "Route3", "Route4",
  "Route5", "Route6", "Route7", "Route8", "Route9",
  "Route10", "Route11", "Route12", "Route13A", "Route13B",
  "Route15", "Route16", "Route17", "Route18", "Route18B",
  "Route19", "Route20", "Route21", "Route22", "Route24"
  };
  int MaxDriver = 25;
  public:
  NadeemTransport():
trackdriver(0),TotalVehicles(0),trackvehicle(0),TotalDrivers(MaxDriver),TotalBus(
25),TotalCoaster(25)
  {
```

```
driver = new Driver[25];
  bus = new Bus[TotalBus];
 coaster = new Coaster[TotalCoaster];
}
NadeemTransport(int tdriver, int tbus, int tcoaster, int tvehicle)
: TotalDrivers(tdriver), TotalBus(tbus), TotalCoaster(tcoaster),
 TotalVehicles(tvehicle), trackdriver(0), trackvehicle(0),
 trackbus(0), trackcoast(0)
{
  driver = new Driver[TotalDrivers];
  bus = new Bus[TotalBus];
 coaster = new Coaster[TotalCoaster];
}
void SetAttributes()
{
}
void ProvideVehicleToDriver()
{
  string vehicle;
```

```
cout << " Enter Choice Of Whether A Bus Or Coaster Is To Be Assigned " <<
endl;
    cin >> vehicle;
    if(vehicle == "Bus")
    {
      if(trackbus < TotalBus)</pre>
      {
         string driverName;
         cout << " Enter Driver Name " << endl;</pre>
         cin >> driverName;
         string coastern;
         cout << "Enter coastername: " << endl;</pre>
         cin >> coastern;
         string mdel;
         cout << "Enter model name: " << endl;</pre>
         cin >> mdel;
         bus[trackbus].SetAttributes(coastern,driverName,mdel);
         string name = driver[trackdriver].GetName();
         bus[trackbus].displayInfo(name);
        driver[trackdriver].displayDetails();
        trackbus++;
      }
    }
```

```
else if(vehicle == "Coaster")
{
  if(trackcoast < TotalCoaster)</pre>
  {
     string driverName;
    cout << " Enter Driver Name " << endl;</pre>
    cin >> driverName;
    string coastern;
    cout << "Enter coastername: " << endl;</pre>
    cin >> coastern;
    string mdel;
    cout << "Enter modelname: " << endl;</pre>
    cin >> mdel;
    coaster[trackcoast].SetAttributes(coastern,driverName,mdel);
    string name = driver[trackdriver].GetName();
    coaster[trackcoast].displayInfo(name);
    driver[trackdriver].displayDetails();
    trackcoast++;
  }
  else
```

```
{
      cout << "Less Space"<<endl;</pre>
    }
  }
  else
  {
    throw EntityFoundNot();
  }
}
void AddDriver()
{
 TotalDrivers = MaxDriver;
 if(trackdriver < TotalDrivers)</pre>
 {
    driver[trackdriver].SetAttributes();
    ProvideVehicleToDriver();
   trackdriver++;
 }
 else
 {
    cout << "Sorry. Cant Add!."<<endl;</pre>
    throw OutOfRangeExcep();
 }
}
```

```
string GetDriverName()
  {
    if (trackdriver > 0)
      return driver[trackdriver - 1].GetName();
    }
    else
      return "No driver";
    }
  }
  string GetRouteName(int i)
  {
    return AssignedRoutes[i];
  }
};
class ZulfiqarTransport
{
  int Points;
  int TotalDrivers;
  int TotalCoaster;
```

```
int TotalBus;
  string AssignedRoutes[25] =
  {
  "Route1A", "Route1", "Route2", "Route3", "Route4",
  "Route5", "Route6", "Route7", "Route8", "Route9",
  "Route10", "Route11", "Route12", "Route13A", "Route13B",
  "Route15", "Route16", "Route17", "Route18", "Route18B",
  "Route19", "Route20", "Route21", "Route22", "Route24"
  };
  Driver * driver;
  Bus * bus;
  Coaster * coaster;
  int trackbus;
  int trackcoaster;
  int trackdriver;
  int MaxDriver = 25;
  public:
  ZulfigarTransport()
:trackdriver(0),trackbus(0),trackcoaster(0),TotalDrivers(MaxDriver),TotalBus(25),
TotalCoaster(25)
  {
    driver = new Driver[25];
    bus = new Bus[TotalBus];
    coaster = new Coaster[TotalCoaster];
```

```
}
  ZulfiqarTransport(int Tdrive,int Tcoas,int tbus):
TotalDrivers(Tdrive),TotalBus(tbus),TotalCoaster(Tcoas),trackdriver(0),trackbus(0)
,trackcoaster(0)
  {
    driver = new Driver[Tdrive];
    bus = new Bus[TotalBus];
    coaster = new Coaster[TotalCoaster];
  }
  void SetAttributes()
  {
  }
  void ProvideVehicleToDriver()
  {
    string vehicle;
    cout << " Enter Choice Of Whether A Bus Or Coaster Is To Be Assigned " <<
endl;
    cin >> vehicle;
    if(vehicle == "Bus")
    {
      if(trackbus < TotalBus)</pre>
      {
```

```
string driverName;
    cout << " Enter Driver Name " << endl;</pre>
    cin >> driverName;
    string coastern;
    cout << "Enter coastername: " << endl;</pre>
    cin >> coastern;
    string mdel;
    cout << "Enter model: " << endl;</pre>
    cin >> mdel;
    bus[trackbus].SetAttributes(coastern,driverName,mdel);
    string name = driver[trackdriver].GetName();
    bus[trackbus].displayInfo(name);
    bus[trackbus].SafeBusDataToFile();
    trackbus++;
     driver[trackdriver].displayDetails();
  }
else if(vehicle == "Coaster")
{
  if(trackcoaster < TotalCoaster)</pre>
  {
     string driverName;
```

}

```
cout << " Enter Driver Name " << endl;</pre>
    cin >> driverName;
    string coastern;
    cout << "Enter coastername: " << endl;</pre>
    cin >> coastern;
    string mdel;
    cout << "Enter model: " << endl;</pre>
    cin >> mdel;
    coaster[trackcoaster].SetAttributes(coastern,driverName,mdel);
    string name = driver[trackdriver].GetName();
    coaster[trackcoaster].displayInfo(name);
    coaster[trackcoaster].SafeCoasterDataToFile();
    trackcoaster++;
    driver[trackdriver].displayDetails();
  }
  else
  {
    cout << "Less Space"<<endl;</pre>
  }
else
```

}

```
{
    throw EntityFoundNot();
  }
}
void AddDriver()
{
  TotalDrivers = MaxDriver;
 if(trackdriver < TotalDrivers)</pre>
 {
    driver[trackdriver].SetAttributes();
    ProvideVehicleToDriver();
     trackdriver++;
 }
 else
 {
    cout << "Cant Add!"<<endl;</pre>
   throw OutOfRangeExcep();
 }
}
string GetDriverName()
{
  if (trackdriver > 0)
  {
```

```
return driver[trackdriver - 1].GetName();
    }
    else
    {
      return "No driver";
    }
  }
  string GetRouteName(int i)
  {
    return AssignedRoutes[i];
  }
};
template<typename T>
class GenericStructure
  protected:
  T * content[1000];
  int trackcontent;
  public:
  GenericStructure() : trackcontent(0)
  {}
```

```
void AddContent()
  {
     if(trackcontent < 1000)</pre>
     {
       content[trackcontent] = new T();
      content[trackcontent]->SetAttributes();//My logic For Guidance: All
Empty Set Attributes functions are used to initiate the process.
      trackcontent++;
     }
     else
      {
      throw OutOfRangeExcep();
      }
  }
  T& operator[](int index)
  {
    if(index < 0 | | index >=trackcontent)
    {
      throw OutOfRangeExcep();
    }
    return *content[index];
  }
};
```

```
class TransportManagementSystem
{
  private:
  const int BusSeats = 52;
  const int Coaster = 32;
  GenericStructure <NadeemTransport> nadeem;
  GenericStructure < ZulfigarTransport > zulfigar;
  GenericStructure < Booking> bookings;
  GenericStructure < Vehicle > VEHICLE;
  GenericStructure < User> user;
  const int MaxBooking = 1000;
  int trackbooking;
  int tracknadeem;
  int trackzulfiqar;
  int TotalNadeemDriver;
  int TotalZulfiqarDriver;
  public:
  TransportManagementSystem(): trackbooking(0), tracknadeem(0),
trackzulfiqar(0)
  {}
```

```
TransportManagementSystem(int totalnad, int totalzul):
TotalNadeemDriver(totalnad), TotalZulfigarDriver(totalzul), trackbooking(0),
tracknadeem(0), trackzulfiqar(0)
   {
   for (int i = 0; i < TotalNadeemDriver; i++)</pre>
   {
    nadeem.AddContent();
   }
   for (int i = 0; i < TotalNadeemDriver; i++)
   {
    zulfiqar.AddContent();
   }
    for (int i = 0; i < MaxBooking; i++)
    bookings.AddContent();
   }
  void ManageRoutes(string Transport)
  {
    if(Transport == "Nadeem")
    {
      cout << "Driver :"<<nadeem[tracknadeem].GetDriverName() << "Assigned")</pre>
to route " << nadeem[tracknadeem].GetRouteName(tracknadeem) << endl;
```

```
}
   else if(Transport == "Zulfigar")
    {
      cout << "Driver :"<< zulfigar[trackzulfigar].GetDriverName() << "Assigned")</pre>
to route " << zulfiqar[trackzulfiqar].GetRouteName(tracknadeem) << endl;
    }
  }
  void AllocateSeats()
  {
    int randomBusSeatsFaculty = (rand() % 52 +1);
    int randomCoasterSeatsFaculty = (rand() %32 +1);
    cout << "Seats In The Vehicle(Bus) for faculty are " <<</pre>
randomBusSeatsFaculty << " and for students is "<<52-randomBusSeatsFaculty
<< endl;
    cout << "Seats In The Vehicle(Coaster) for faculty are " <<
randomCoasterSeatsFaculty << " and for students is "<<
32-randomCoasterSeatsFaculty<< endl;
  }
  void AssignDriver(string Transport)
  {
    if(Transport == "Zulfigar")
    {
      if(trackzulfiqar < TotalZulfiqarDriver)</pre>
```

```
{
   zulfiqar[trackzulfiqar].AddDriver();
   ManageRoutes(Transport);
   AllocateSeats();
   trackzulfiqar++;
  }
  else
  {
    cout << "Cant Add Sorry!." << endl;</pre>
  }
}
else if(Transport == "Nadeem")
{
  if(tracknadeem < TotalNadeemDriver)
  {
   nadeem[tracknadeem].AddDriver();
   ManageRoutes(Transport);
   AllocateSeats();
   tracknadeem++;
  }
  else
  {
    cout << "Cant Add Sorry!." << endl;</pre>
```

```
}
  }
}
void SafeBookingDataToFile()
{
  ofstream file("booking.txt",ios::app);
  if(!file)
    cerr << "Camt Open File" << endl;
    return;
  }
  string name = bookings[trackbooking].GetBookingName();
  file << "Booking Name :"<< name << endl;
  file.close();
}
int HandleBooking()
{
  if(trackbooking < MaxBooking)</pre>
  {
    bookings[trackbooking].PerformBooking();
    if(bookings[trackbooking].GetStatus() == 1)
    {
```

```
trackbooking++;
         cout << " Booking Succesfull " << endl;</pre>
         string name;
         cout << "Enter Booking Name write same name " << endl;</pre>
         cin >> name;
         bookings[trackbooking].SetBookingName(name);
         SafeBookingDataToFile();
        return 1;
      }
      else
      {
        cout << " Sorry.Please Do Payment " << endl;</pre>
        return 0;
      }
    }
    else
      cout << "Error!"<<endl;</pre>
      return 0;
    }
  }
};
int main()
```

```
{
 cout << " Welcome Transport Manager To Fast Bus Transportation System Enter
Detils Of The Day To Do Booking etc. " << endl;
 cout << endl;
 TransportManagementSystem manager(25,25);
 NadeemTransport nadeem(25,25,10,5);
 ZulfigarTransport zulfigar(25,15,10);
 while(1)
 {
  cout << endl;
  cout << " __Welcome Student/Faculty for going to register route__ " << endl;</pre>
  string Choice;
  cout << "__Enter You Are Student/Faculty/AddDriver/Exit__" << endl;</pre>
  cin >> Choice;
  if(Choice == "Student")
  {
    try
    {
      Student student;
      int Bookingresult = manager.HandleBooking();
      if(Bookingresult == 1)
      {
        student.StudentRegisteration();
        int stats = student.getstatus();
```

```
cout << stats <<endl;</pre>
    if(stats == 1)
    {
      student.SaveStudentToFile(student);
      cout << "__Booking Succesfully Confirmed__" << endl;</pre>
      cout << "__Verify Your Details BY looking At it__ " << endl;</pre>
      student.DisplayInfo();
     }
     else
    {
     cout << "Coudnt Add " << endl;</pre>
    }
  }
  else
  {
    cout << "_Cant Do Processing Now. " << endl;</pre>
  }
}
catch(const exception& e)
  cerr << e.what() << '\n';
}
```

}

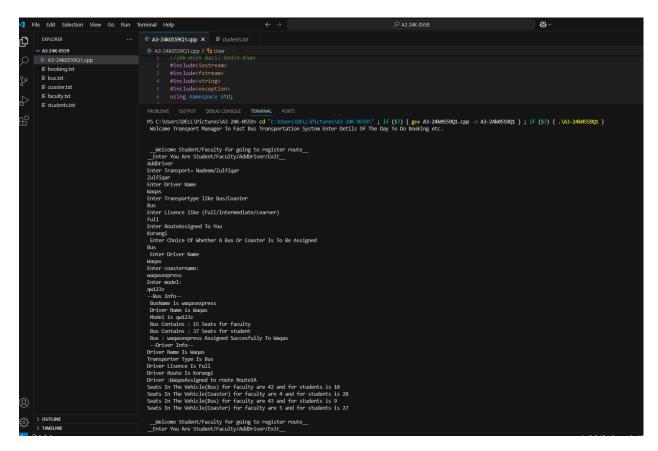
```
else if(Choice == "Faculty")
{
  string name;
  cout << "Enter Name " << endl;</pre>
  cin >> name;
  string date;
  cout << "Enter Date of join " << endl;</pre>
  cin >> date;
  string Email;
  cout << "Enter Email" << endl;</pre>
  cin >> Email;
  string number;
  cout << "Enter contact number" << endl;</pre>
  cin >> number;
  double fees;
  cout << "Enter fees" << endl;</pre>
  cin >> fees;
  string routenumber;
  cout << "Enter Route no " << endl;</pre>
  cin >> routenumber;
  double salary;
  cout << "Enter salary " << endl;</pre>
  cin >> salary;
  if(salary < 0)
  {
```

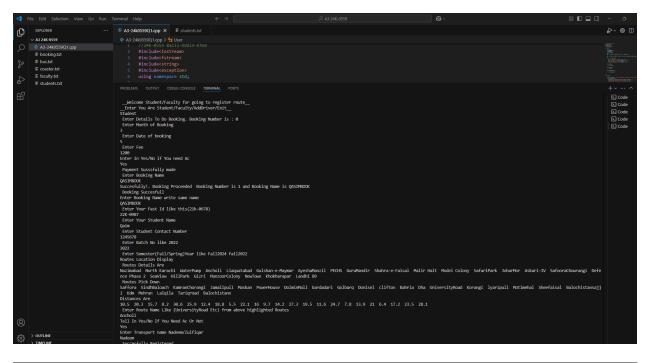
```
break;
}
try
{
  Faculty faculty(name,date,Email,number,fees,routenumber,salary);
  int Bookresult = manager.HandleBooking();
  if(Bookresult == 1)
  {
   faculty.TeacherRouteRegisteration();
   int Status = faculty.getstatus();
    if(Status == 1)
   {
    faculty.SaveFacultyToFile(faculty);
    cout << " Booking Succesfully Confirmed " << endl;</pre>
    cout << "__Verify Your Details BY looking At it__" << endl;</pre>
    faculty.DisplayInfo();
    cout << "__Processing For Booking__And Savi g Data__" << endl;</pre>
  }
   else
   {
  cout << "_Coudnt Add. " << endl;</pre>
   }
 }
```

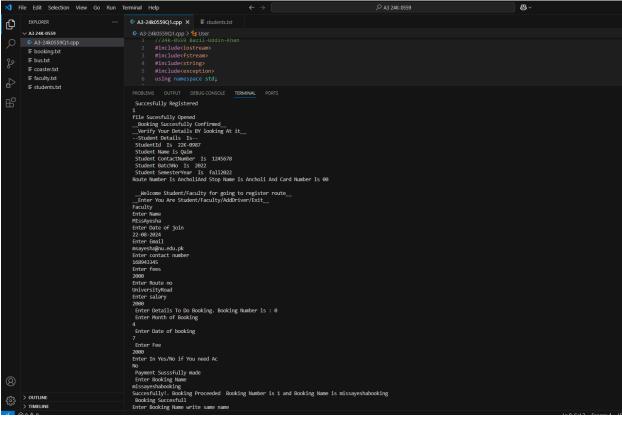
```
}
  catch(const exception& e)
  {
    cerr << e.what() << '\n';
  }
}
else if(Choice == "AddDriver")
{
  try
    string Transport;
    cout << "Enter Transport= Nadeem/Zulfiqar" << endl;</pre>
    cin >> Transport;
    manager.AssignDriver(Transport);
    manager.AllocateSeats();
  catch(const exception& e)
  {
    cerr << e.what() << '\n';
}
else if(Choice == "Exit")
{
  cout << " Thanks For Being With Us!. " << endl;
```

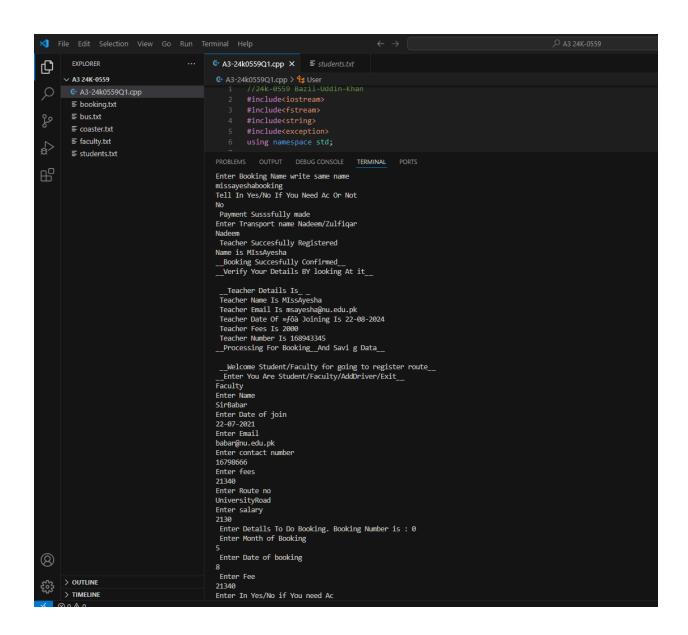
```
return 0;
}
else
{
    cout << " Wrong Retry! "<<endl;
}
}</pre>
```

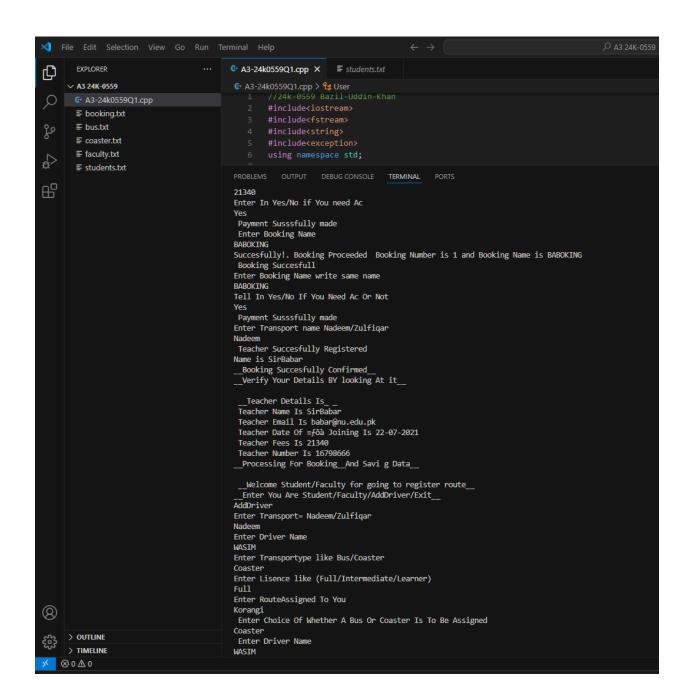
OUTPUT:

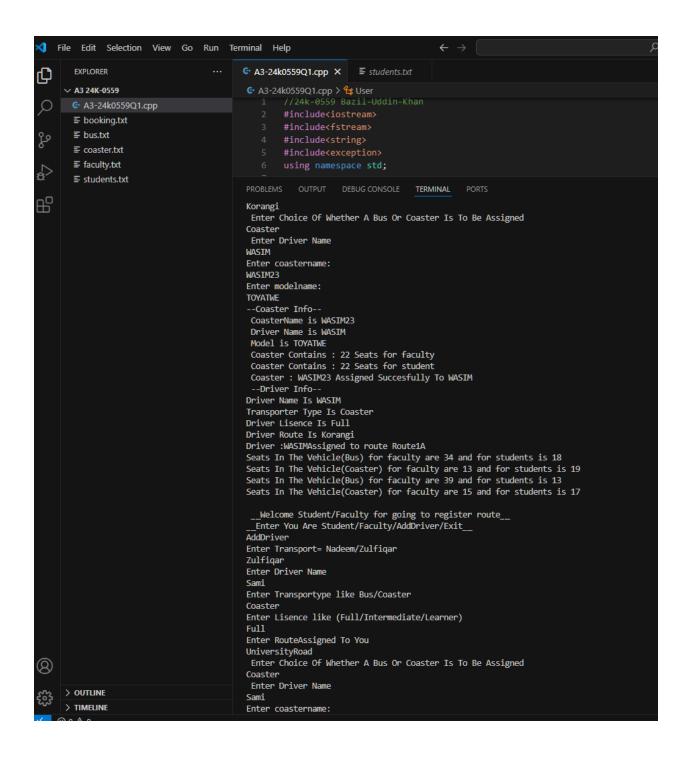


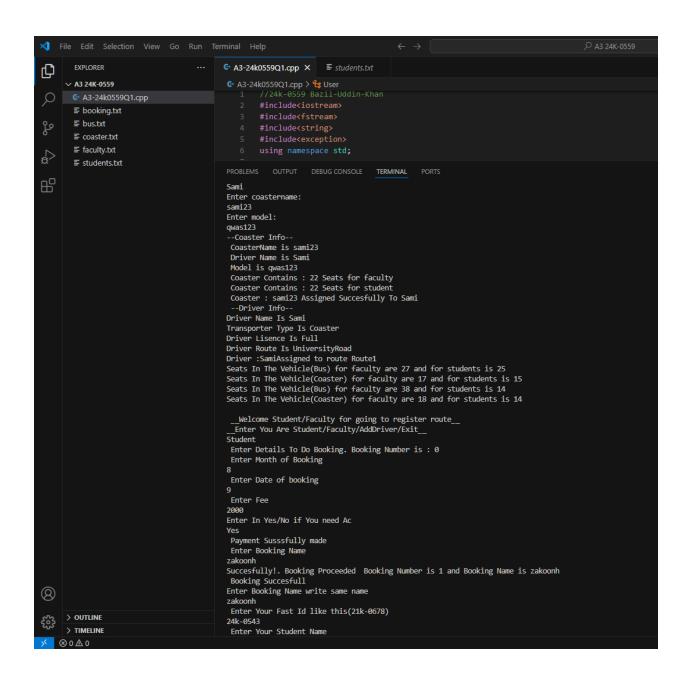


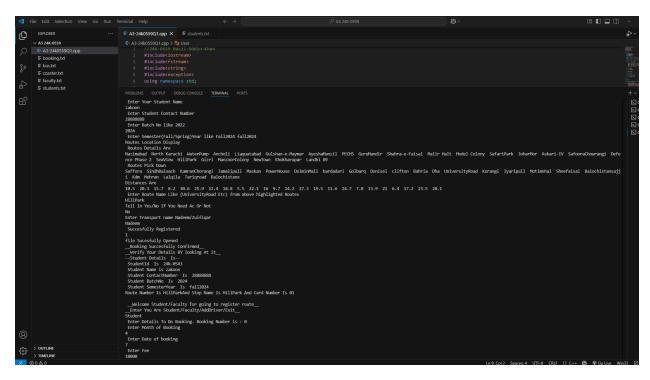


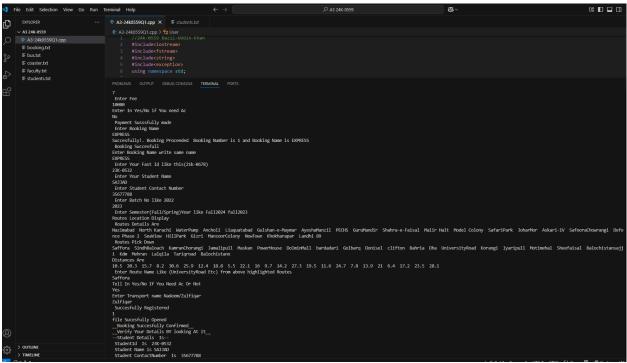


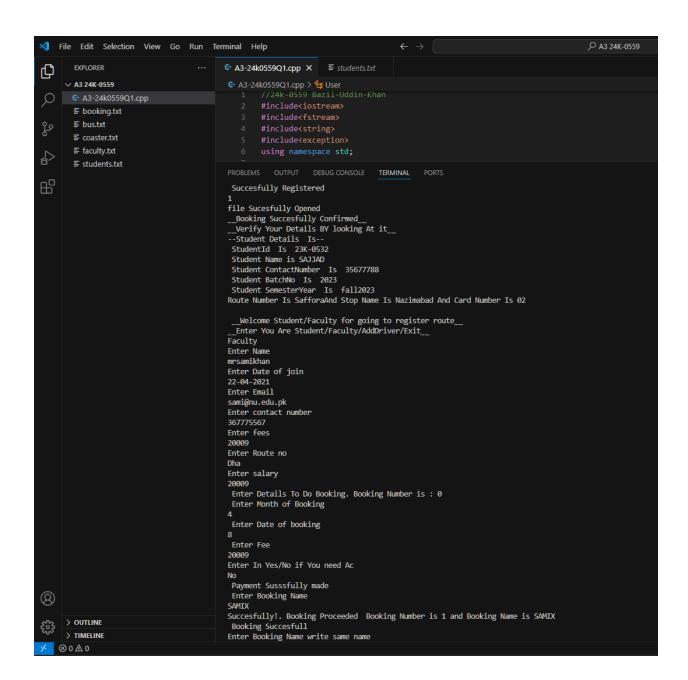


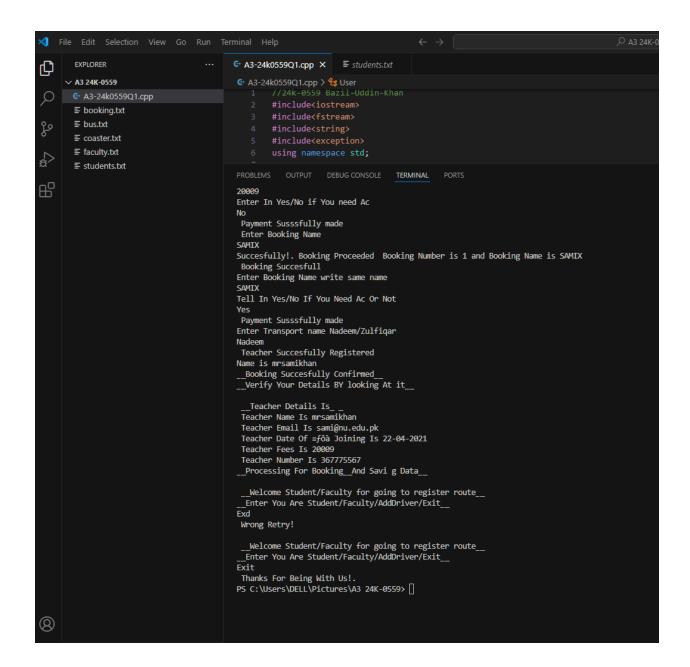






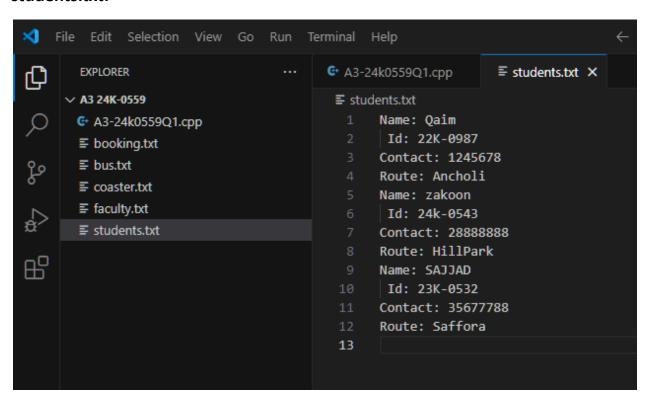




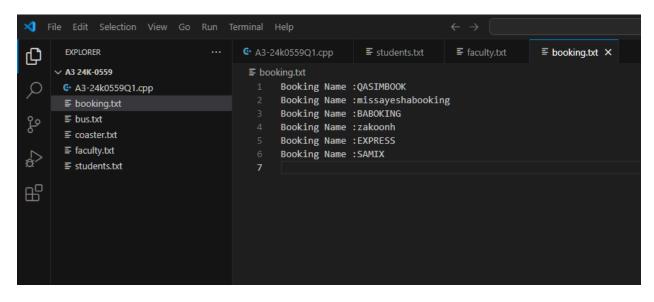


FILES PICTURE:

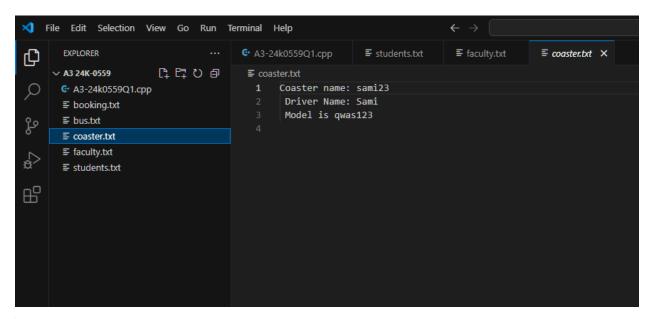
students.txt:



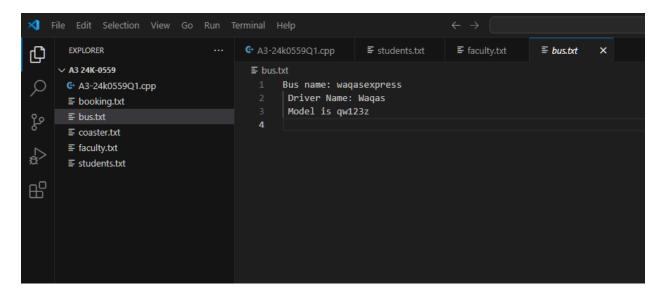
booking.txt:



coaster.txt:



bus.txt:



faculty.txt:

