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  1  //
     =================================================================================
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  2  //
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  3  //
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  4  // Team:           4
  5  // Programmer:     Jim, Nicholas, Ben, Kyle
  6  // Class:          CS 3003; S/T: Topics in Data Structures
  7  // Assignment #:   4
  8  // Due Date:       10.April.2017
  9  // Instructor:     Dr. Zhao
 10  // Description:    Simulation of Airline Reservation System
 11  //          This program tries at best to simulate an aircraft managerial system
     in
 12  //          clients are into the program by using 'link list'.  With this, the
     end-user
 13  //          is capable of managing the clients by either: adding new clients,
     updating
 14  //          the clients information, thrashing clients, and sorting clients
     alphabetically.
 15  //          This program is also capable of producing reports of who checked in,
     all
 16  //          clients enrolled, and even what meal inventory.
 17  //          This program is rather beefy than most previous submissions and there
     is a lot
 18  //          going on as well.  There is possible questionable segments or
     inefficient
 19  //          segments, but the only thing that we truly cared about was the Apple
     motto -
 20  //          'it just works'.
 21  //          Big thanks to the team for pulling this off and at a short time too!
 22  // Project URL:    https://github.com/DataStructuresGroup/Homework-4
 23  //
 24  //
 25  // Notes:      Visual Basic 2015 [.NET], c++ or g++ on ADA.
 26  // Exit Codes:
 27  //      0 = Successful operation
 28  //      !0 = Errors; check Operating System ExitCode definitions
 29  //
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```cpp
33
34  #pragma region Inclusions
35  #include <iostream>        // Used for Input and Output
36  #include <stdlib.h>        // Used for the rand() function
37  #include <time.h>          // Used for the srand() function
38  #include "LinkedList.h"    // Link List header; containing the link list      ⮐
       methodology.
39  #include "LinkedList.cpp"  // Implementations for emulating the Link List      ⮐
       behaviors and procedures.
40                                      // Comment this out for those using Visual Studio.
41  #pragma endregion
42
43
44
45  // Main [Entry Point]
46  // ===============================================
47  // Documentation:
48  //   The main entry point for this program.
49  // ===============================================
50  int main()
51  {
52      // Because we want serious randomness in this lousy program!
53      srand(time(NULL));
54
55      // Create a new instance of the link list; this is our primary list!
56      Reservation BSA;
57
58
59      char userInput;         // This will be used for selected from the main    ⮐
          menu.
60
61      BSA.Instructions();            // Provide instructions to the user via      ⮐
          terminal buffer.
62      do // Main program
63      {
64          BSA.MainMenu();                       // Provide the main menu to the   ⮐
              end-user
65          userInput = BSA.PromptUser_MainMenu();  // Capture the user's input
66          std::cout << std::endl;         // Add a new line for readability
67          BSA.EvaluateAndRun(userInput);  // Try to execute the request
68      } while (tolower(userInput) != 'x');    // Exit?
69
70      return 0;                  // Terminate
71  } // main()
72
```