

```

1  /*****
   *****/
2  *****/Projet C : gestion d'un
   camping*****/
3  *****/
   *****/
4  Nom : Mazzeo          Prenom : Florian      Classe : 2Bia1
5  Nom : Maes           Prenom : Martin       Classe : 2Bia1
6
7  nom fichier : MazzeoMaes.c
8  date : 30/11/2020
9  *****/
   *****/
10 *****/
   *****/
11 *****/
   *****/
12
13 #include <stdio.h>
14 #include <string.h>
15 #include <windows.h>
16 #include <ctype.h>
17 #include "structures/util.h"
18 #include "structures/emplacement.h"
19 #include "structures/sejour.h"
20 #include "structures/client.h"
21 #include "structures/employe.h"
22
23 void main(){
24     system("TITLE Gestion du camping");
25
26     //déclaration des variables
27     int choixMP, choixIntro, choixModeEmploi, choixEmplacement, choixClient,
        choixEmploye, choixSejour;
28     sejour sejours;
29
30     //fonctions graphiques
31     int intro();
32     int menuEmplacement();           //fonction intro
33     int menuPrincipal();           //fonction menu
34     int modeEmploi();               // accéder au mode d'emploi du projet
35     void quitter();                 // quitter le programme
36     void switchModeEmploi(int);     // mode d'emploi
37
38     do {
39         choixIntro = intro();
40         switch(choixIntro) {
41             case 1: // accéder au menu principal
42                 do{
43                     choixMP = menuPrincipal();
44                     switch(choixMP){
45                         case 1:
46                             do{
47                                 choixEmplacement = menuEmplacement();
48                                 switchMenuEmplacement(choixEmplacement);
49                             } while(choixEmplacement != 5); // 5 = retour au
                                menu principal
50                             break;
51                         case 2:
52                             do{
53                                 choixClient = menuClient();
54                                 switchMenuClient(choixClient);
55                             } while(choixClient != 4); // 4 = retour au menu
                                principal

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56             break;
57         case 3:
58             do{
59                 choixEmploye = menuEmploye();
60                 switchMenuEmploye(choixEmploye);
61             } while(choixEmploye != 7); // 5 = retour au
                menu principal
62             break;
63         case 4:
64             do {
65                 choixSejour = menuSejour();
66                 switchMenuSejour(choixSejour);
67             } while(choixSejour != 3); // 3 = retour au menu
                principal
68             break;
69         }
70     } while(choixMP != 5);
71     break;
72 case 2: // accéder au mode d'emploi
73     do {
74         choixModeEmploi = modeEmploi();
75         switchModeEmploi(choixModeEmploi);
76     } while(choixModeEmploi != 6);
77     break;
78 default: // sécurité, ne devrait pas arriver puisque le choix
est déjà contrôlé dans la fonction intro
79     quitter();
80     break;
81 }
82 } while(choixIntro != 3);
83 }
84
85 int intro(){
86     int choix = 0;
87     short first = 0;
88     char tmp[2];
89
90     do { //on effectue cette boucle tant que l'utilisateur n'a pas fait
de choix valide
91         if(first == 0){ //si l'utilisateur n'a pas fait d'erreur
92
93             printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
94
95             printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
96
97             printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
98             sdl();sdl();
99             printf("||
-----
||\n");
100             printf("||                               || Bienvenue dans le programme
de gestion du camping! ||                               ||\n");
101             printf("||
-----
||\n");
102             first = 1; //permet de dire que ce n'est pas la première

```

```

100         }
101         else { //si l'utilisateur a fait une erreur
102             system("cls");
103
104             printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
105             printf("||                                     Veuillez entrer un
nombre valide!                                     ||\n");
106
107             printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
108         }
109         //code commun (peut importe si l'utilisateur a fait une erreur
ou pas)
110         sdl();sdl();
111         printf("||                                     Que souhaitez-vous
faire?                                     ||\n");
112         printf ("%s", Accent("||                                     (entrez le
numéro correspondant à votre choix)                                     ||\n"));
113         sdl();sdl();
114         printf ("%s", Accent("|| 1. Accéder au menu
principal                                     ||\n"));
115         printf("|| 2. Mode
d'emploi                                     ||\n");
116         printf("|| 3. Quitter le
programme                                     ||\n");
117         sdl();
118         printf("|| Votre choix : ");
119         choix = lire(tmp, 2);
120         } while(choix < 1 || choix > 3);
121         system("cls");
122         return choix;
123     }
124
125     int menuPrincipal(){
126         int choix = 0;
127         short first = 0;
128         char tmp[2];
129
130         do { //on effectue cette boucle tant que l'utilisateur n'a pas fait de
choix valide
131             if(first == 0) { //si l'utilisateur n'a pas fait d'erreur
132
133                 printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
134
135                 printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Menu Principal
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
136
137                 printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
138             }
139         } while (first == 0);
140     }
141 }
142
143 int main()
144 {
145     int choix;
146     int i;
147     int j;
148     int k;
149     int l;
150     int m;
151     int n;
152     int o;
153     int p;
154     int q;
155     int r;
156     int s;
157     int t;
158     int u;
159     int v;
160     int w;
161     int x;
162     int y;
163     int z;
164     int A;
165     int B;
166     int C;
167     int D;
168     int E;
169     int F;
170     int G;
171     int H;
172     int I;
173     int J;
174     int K;
175     int L;
176     int M;
177     int N;
178     int O;
179     int P;
180     int Q;
181     int R;
182     int S;
183     int T;
184     int U;
185     int V;
186     int W;
187     int X;
188     int Y;
189     int Z;
190     int AA;
191     int AB;
192     int AC;
193     int AD;
194     int AE;
195     int AF;
196     int AG;
197     int AH;
198     int AI;
199     int AJ;
200     int AK;
201     int AL;
202     int AM;
203     int AN;
204     int AO;
205     int AP;
206     int AQ;
207     int AR;
208     int AS;
209     int AT;
210     int AU;
211     int AV;
212     int AW;
213     int AX;
214     int AY;
215     int AZ;
216     int BA;
217     int BB;
218     int BC;
219     int BD;
220     int BE;
221     int BF;
222     int BG;
223     int BH;
224     int BI;
225     int BJ;
226     int BK;
227     int BL;
228     int BM;
229     int BN;
230     int BO;
231     int BP;
232     int BQ;
233     int BR;
234     int BS;
235     int BT;
236     int BU;
237     int BV;
238     int BW;
239     int BX;
240     int BY;
241     int BZ;
242     int CA;
243     int CB;
244     int CC;
245     int CD;
246     int CE;
247     int CF;
248     int CG;
249     int CH;
250     int CI;
251     int CJ;
252     int CK;
253     int CL;
254     int CM;
255     int CN;
256     int CO;
257     int CP;
258     int CQ;
259     int CR;
260     int CS;
261     int CT;
262     int CU;
263     int CV;
264     int CW;
265     int CX;
266     int CY;
267     int CZ;
268     int DA;
269     int DB;
270     int DC;
271     int DD;
272     int DE;
273     int DF;
274     int DG;
275     int DH;
276     int DI;
277     int DJ;
278     int DK;
279     int DL;
280     int DM;
281     int DN;
282     int DO;
283     int DP;
284     int DQ;
285     int DR;
286     int DS;
287     int DT;
288     int DU;
289     int DV;
290     int DW;
291     int DX;
292     int DY;
293     int DZ;
294     int EA;
295     int EB;
296     int EC;
297     int ED;
298     int EE;
299     int EF;
300     int EG;
301     int EH;
302     int EI;
303     int EJ;
304     int EK;
305     int EL;
306     int EM;
307     int EN;
308     int EO;
309     int EP;
310     int EQ;
311     int ER;
312     int ES;
313     int ET;
314     int EU;
315     int EV;
316     int EW;
317     int EX;
318     int EY;
319     int EZ;
320     int FA;
321     int FB;
322     int FC;
323     int FD;
324     int FE;
325     int FF;
326     int FG;
327     int FH;
328     int FI;
329     int FJ;
330     int FK;
331     int FL;
332     int FM;
333     int FN;
334     int FO;
335     int FP;
336     int FQ;
337     int FR;
338     int FS;
339     int FT;
340     int FU;
341     int FV;
342     int FW;
343     int FX;
344     int FY;
345     int FZ;
346     int GA;
347     int GB;
348     int GC;
349     int GD;
350     int GE;
351     int GF;
352     int GG;
353     int GH;
354     int GI;
355     int GJ;
356     int GK;
357     int GL;
358     int GM;
359     int GN;
360     int GO;
361     int GP;
362     int GQ;
363     int GR;
364     int GS;
365     int GT;
366     int GU;
367     int GV;
368     int GW;
369     int GX;
370     int GY;
371     int GZ;
372     int HA;
373     int HB;
374     int HC;
375     int HD;
376     int HE;
377     int HF;
378     int HG;
379     int HH;
380     int HI;
381     int HJ;
382     int HK;
383     int HL;
384     int HM;
385     int HN;
386     int HO;
387     int HP;
388     int HQ;
389     int HR;
390     int HS;
391     int HT;
392     int HU;
393     int HV;
394     int HW;
395     int HX;
396     int HY;
397     int HZ;
398     int IA;
399     int IB;
400     int IC;
401     int ID;
402     int IE;
403     int IF;
404     int IG;
405     int IH;
406     int II;
407     int IJ;
408     int IK;
409     int IL;
410     int IM;
411     int IN;
412     int IO;
413     int IP;
414     int IQ;
415     int IR;
416     int IS;
417     int IT;
418     int IU;
419     int IV;
420     int IW;
421     int IX;
422     int IY;
423     int IZ;
424     int JA;
425     int JB;
426     int JC;
427     int JD;
428     int JE;
429     int JF;
430     int JG;
431     int JH;
432     int JI;
433     int JJ;
434     int JK;
435     int JL;
436     int JM;
437     int JN;
438     int JO;
439     int JP;
440     int JQ;
441     int JR;
442     int JS;
443     int JT;
444     int JU;
445     int JV;
446     int JW;
447     int JX;
448     int JY;
449     int JZ;
450     int KA;
451     int KB;
452     int KC;
453     int KD;
454     int KE;
455     int KF;
456     int KG;
457     int KH;
458     int KI;
459     int KJ;
460     int KK;
461     int KL;
462     int KM;
463     int KN;
464     int KO;
465     int KP;
466     int KQ;
467     int KR;
468     int KS;
469     int KT;
470     int KU;
471     int KV;
472     int KW;
473     int KX;
474     int KY;
475     int KZ;
476     int LA;
477     int LB;
478     int LC;
479     int LD;
480     int LE;
481     int LF;
482     int LG;
483     int LH;
484     int LI;
485     int LJ;
486     int LK;
487     int LL;
488     int LM;
489     int LN;
490     int LO;
491     int LP;
492     int LQ;
493     int LR;
494     int LS;
495     int LT;
496     int LU;
497     int LV;
498     int LW;
499     int LX;
500     int LY;
501     int LZ;
502     int MA;
503     int MB;
504     int MC;
505     int MD;
506     int ME;
507     int MF;
508     int MG;
509     int MH;
510     int MI;
511     int MJ;
512     int MK;
513     int ML;
514     int MN;
515     int MO;
516     int MP;
517     int MQ;
518     int MR;
519     int MS;
520     int MT;
521     int MU;
522     int MV;
523     int MW;
524     int MX;
525     int MY;
526     int MZ;
527     int NA;
528     int NB;
529     int NC;
530     int ND;
531     int NE;
532     int NF;
533     int NG;
534     int NH;
535     int NI;
536     int NJ;
537     int NK;
538     int NL;
539     int NO;
540     int NP;
541     int NQ;
542     int NR;
543     int NS;
544     int NT;
545     int NU;
546     int NV;
547     int NW;
548     int NX;
549     int NY;
550     int NZ;
551     int OA;
552     int OB;
553     int OC;
554     int OD;
555     int OE;
556     int OF;
557     int OG;
558     int OH;
559     int OI;
560     int OJ;
561     int OK;
562     int OL;
563     int OM;
564     int ON;
565     int OO;
566     int OP;
567     int OQ;
568     int OR;
569     int OS;
570     int OT;
571     int OU;
572     int OV;
573
```

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]


```

        n");
303         first = 1;
304     }
305     else{
306         system("cls");
307
308         printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
309         printf("||                                     Veuillez entrer un
nombre valide!                                     ||\n");
310
311         printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
312     }
313     sdl();sdl();
314     printf ("%s", Accent("|| Entrez le numéro correspondant à votre
choix.                                     ||\n"));
315     sdl();sdl();
316     printf ("|| 1. Le menu
principal
||\n");
317     printf("|| 2. Le menu
emplacement
||\n");
318     printf ("|| 3. Le menu
clients
||\n");
319     printf("%s", Accent("|| 4. Le menu
employé
||\n"));
320     printf("%s", Accent("|| 5. Le menu
séjour
||\n"));
321     printf("|| 6.
Retour
||\n");
322     sdl();
323     printf("|| Votre choix : ");
324     choix = lire(tmp, 2);
325     }while(choix < 1 || choix > 6);
326     system("cls");
327     return choix;
328 }
329
330 void quitter() {
331     printf("%s", Accent("Fermeture du logiciel. A bientôt!"));
332 }
333
334 void switchModeEmploi(int choix) {
335     // déclarations des différentes parties du mode d'emploi
336     void mePrincipal();
337     void meEmplacement();
338     void meClients();
339     void meEmployes();
340     void meSejour();
341
342     switch(choix) {
343         case 1:
344             mePrincipal();
345             system("pause");

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```

344         system("cls");
345         break;
346     case 2:
347         meEmplacement();
348         system("pause");
349         system("cls");
350         break;
351     case 3:
352         meClients();
353         system("pause");
354         system("cls");
355         break;
356     case 4:
357         meEmployes();
358         system("pause");
359         system("cls");
360         break;
361     case 5:
362         meSejour();
363         system("pause");
364         system("cls");
365         break;
366 }
367 }
368
369 void mePrincipal() {
370
371     printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");

372     printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%% Le menu principal
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n")
    ;

373     printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");

374     sdl();sdl();
375     printf("%s", Accent("|| Le menu principal permet au gestionnaire du
    camping d'accéder aux différentes parties du ||\n\
    || programme en fonction de ses besoins. Il peut donc accéder à 4 différents
    menus : ||\n\
    ||
    ||\n\
    || 1. Le menu
    emplacement. ||\n\
    || 2. Le menu
    client. ||\n\
    || 3. Le menu
    employé. ||\n\
    || 4. Le menu
    séjour. ||\n\
    ||
    ||\n\
    || Il peut aussi revenir à l'écran d'accueil s'il souhaite chercher une
    information dans le ||\n\
    || mode d'emploi ou s'il souhaite quitter le
    programme. ||\n\
    ||=====
    =====||\n")));
385 }
386

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```

387 void meEmplacement() {
388
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
389
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%% Le menu emplacement
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
390
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
391    sdl();sdl();
392    printf("%s", Accent("|| Depuis ce menu, le gestionnaire peut
    :                               ||\n\
393    ||
    ||\n\
394    || 1. Afficher la liste des
    emplacements.                               ||\n\
395    || 2. Ajouter un
    emplacement.                               ||\n\
396    || 3. Supprimer un
    emplacement.                               ||\n\
397    || 4. Modifier un
    emplacement.                               ||\n\
398    || 5. Revenir au menu
    principal.                               ||\n\
399    ||
    ||\n\
400    || L'affichage des emplacements donne, pour chaque emplacement, son ID, si
    l'emplacement est ||\n\
401    || un emplacement pour tente, caravane ou bungalow, la disponibilité, ou
    non, d'électricité, ||\n\
402    || la taille (en m²) et le prix (en euros) de
    l'emplacement.                               ||\n\
403    ||
    ||\n\
404    || Pour l'ajout d'un emplacement il suffit de saisir toutes les informations
    citées ci-dessus ||\n\
405    || , mis à part l'ID, qui est généré automatiquement. Le programme demande
    ensuite une ||\n\
406    || confirmation pour l'ajout. Si le gestionnaire souhaite supprimer un
    emplacement, il lui ||\n\
407    || suffit d'entrer l'ID de l'emplacement dont la suppression est souhaitée,
    puis de confirmer ||\n\
408    || son
    choix.
    ||\n\
409    ||
    ||\n\
410    || Enfin, la modification d'emplacement se fait par sélection de l'ID de
    l'emplacement à ||\n\
411    || modifier. Une confirmation de ce choix est ensuite demandée. Si le
    gestionnaire confirme ||\n\
412    || son choix, il ne lui reste qu'à entrer les nouvelles informations
    concernant l'emplacement ||\n\
413    ||
    sélectionné.
    ||\n\
414    ||
    ||\n\
415    || A noter : pour toutes ces options, le programme vérifie les données
    entrées. Il est donc ||\n\

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416 || impossible de donner une taille ou un prix d'emplacement trop élevé ou
    trop bas, ainsi que ||\n\
417 || d'entrer du texte lorsque c'est un nombre qui est
    demandé. ||\n\
418 ||=====
    =====||\n"));
419 }
420
421 void meClients() {
422
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
423
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Le menu clients
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n
    ");
424
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
425
    sdl();sdl();
426
    printf("%s", Accent("|| Le menu client permet à l'utilisateur
    : ||\n\
427 ||
    ||\n\
428 || 1. D'afficher la liste des
    clients. ||\n\
429 || 2. Ajouter un nouveau
    client. ||\n\
430 || 3. Client
    existant. ||\n\
431 || 4. Revenir au menu
    principal. ||\n\
432 ||
    ||\n\
433 || La liste des clients contient les ID, noms et prénoms de chaque client.
    L'ajout d'un ||\n\
434 || client ne demande que son nom et son prénom. L'ID est ici aussi généré
    automatiquement. ||\n\
435 || Lorsque l'utilisateur choisi et confirme un client existant déjà dans
    les données du ||\n\
436 || camping, il accède à un nouveau
    sous-menu. ||\n\
437 ||
    ||\n\
438 || Menu d'un client
    :
    ||\n\
439 || Dès que l'utilisateur a choisi un client spécifique, un nouveau menu est
    affiché pour ||\n\
440 || traiter ce client. Ce menu permet
    : ||\n\
441 || 1. D'afficher la liste de séjours du
    client. ||\n\
442 || 2. D'effectuer une nouvelle
    réservation. ||\n\
443 || 3. De modifier une de ses
    réservations. ||\n\
444 || 4. Faire payer le séjour au
    client. ||\n\
445 || 5. Revenir au menu des
    clients. ||\n\

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446  ||
      ||\n\
447  || La liste des séjours pour le client choisi contient l'ID du séjour, sa
formule (tente,      ||\n\
448  || bungalow, caravane), le nombre de personnes, la date et le prix (en €) de
chaque séjour.      ||\n\
449  ||
      ||\n\
450  || Ensuite, pour effectuer une nouvelle réservation, l'utilisateur doit
entrer la date de      ||\n\
451  || cette réservation. La date permet de vérifier si le client n'a pas déjà
un séjour prévu à      ||\n\
452  || cette date. Si c'est le cas, l'utilisateur est prévenu de ce séjour et
les détails de      ||\n\
453  || cette réservation sont affichés. Dans le cas contraire, la liste des
emplacements libres      ||\n\
454  || est affichée (l'affichage contient les mêmes informations que pour
l'affichage de tous les ||\n\
455  || emplacements du camping. Cf. le menu emplacement). L'utilisateur entre
l'ID de      ||\n\
456  || l'emplacement souhaité par le client. Après confirmation de
l'emplacement, l'utilisateur      ||\n\
457  || entre le nombre de personnes qui vont séjourner. Lorsque c'est fait, si
la réservation est ||\n\
458  || confirmée, le séjour est validé et
ajouté.
459  ||
      ||\n\
460  || La suppression d'un séjour se fait en entrant l'ID du séjour dont la
suppression est      ||\n\
461  || souhaitée. La liste des séjours est affichée pour permettre de voir les
différents séjours.||\n\
462  || Le séjour est supprimé si l'utilisateur confirme la
suppression.
463  ||
      ||\n\
464  || La même logique est suivie pour le paiement d'un séjour, la liste des
séjours du client      ||\n\
465  || est affichée et il ne reste à l'utilisateur qu'à entrer l'ID du séjour
qu'il souhaite      ||\n\
466  || payer. Le programme prévient l'utilisateur si le séjour a déjà été payé
par le client. Si      ||\n\
467  || le séjour n'a pas été payé, le programme attend une confirmation de
paiement. Lorsque le      ||\n\
468  || paiement est effectué, le montant du séjour est ajouté au budget du
camping.
469  ||=====
=====||\n"));
470  }
471
472  void meEmployes() {
473
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
474  printf("%s", Accent("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Le menu
employé %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n"));
475
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
476  sdl();sdl();
477  printf("%s", Accent("|| En ce qui concerne la gestion des employés, le
gestionnaire du camping peut :
||\n\

```

```

478  ||
479  ||          1. Afficher la liste des
employés.
480  ||          2. Ajouter un
employé.
481  ||          3. Supprimer un
employé.
482  ||          4. Ajouter une demi-journée de travail à un
employé.
483  ||          5. Modifier le salaire d'un
employé.
484  ||          6. Payer les
employés.
485  ||          7. Revenir au menu
principal.
486  ||
||\n\
487  || L'affichage de la liste des employés indique, pour chaque employé, son
ID, ses noms et
488  || prénoms, le salaire (en euros) et le nombre d'heures prestées. Ensuite,
l'ajout d'employé
489  || requiert les informations citées ci-dessus, mis à part l'ID généré
automatiquement.
490  ||
||\n\
491  || La suppression d'employé ne demande que son ID et une confirmation de
suppression. S'il y
492  || a confirmation, l'utilisateur peut choisir de payer ou non l'employé
qu'il supprime.
493  ||
||\n\
494  || Il est possible d'ajouter une ou plusieurs demi-journée(s) de travail à
un employé. Chaque
495  || demi-journée équivaut à 4h de travail. Le nombre de demi-journée(s)
ajoutée(s) est
496  || convertit en heures et ces heures sont ajoutées au total d'heures
prestées par l'employé.
497  ||
||\n\
498  || Un salaire n'est pas fixe, il peut être revu à la baisse ou à la hausse
par le
499  || gestionnaire. Pour modifier un salaire, l'utilisateur entre l'ID de
l'employé et confirme
500  || son
choix.
501  ||
||\n\
502  || Il est possible de payer l'employé avant de modifier son salaire. En cas
de paiement avant
503  || un changement de salaire, le total d'heures est remis à 0 puisque ses
heures ont été
504  || payées.
||\n\
505  ||
||\n\
506  || Pour terminer, l'utilisateur peut payer les employés. Il peut choisir de
payer tous les
507  || employés, ou d'en sélectionner un et de le payer. A noter : lors d'un
paiement de salaire,
508  || le total payé est déduit du budget du
camping.
||\n\

```

```

509  ||=====
=====||\n"));
510  }
511
512  void meSejour() {
513
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
514  printf("%s", Accent("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Le menu
séjour %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n"));
515
    printf("||%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%||\n");
516  sdl();sdl();
517  printf("%s", Accent("|| Ce menu permet à l'utilisateur
:                                     ||\n\
518  ||
||\n\
519  || 1. Afficher la liste des séjours réservés aux
camping. ||\n\
520  || 2. Voir la liste des emplacements
disponibles. ||\n\
521  || 3. Revenir au menu
principal. ||\n\
522  ||
||\n\
523  || Si l'utilisateur affiche la liste des séjours, il aura comme information
l'ID du séjour, ||\n\
524  || la formule (tente, bungalow, caravane), le nombre de personnes, la date
et le prix ||\n\
525  || (en euros) de chaque
séjour. ||\n\
526  ||
||\n\
527  || L'utilisateur peut aussi afficher la liste des emplacements disponibles
pour une date ||\n\
528  || choisie. Cf. le menu emplacement pour les informations affichées à
l'écran. ||\n\
529  ||=====
=====||\n"));
530  }
531

```