# Read Me

Attendant Guide:

Note: To properly see the output of the program, please horizontally extend the output stream as much as possible or else the formatting will appear confusing (My output bar takes up 90% of the horizontal space in my 13 inch MacBook screen).

Welcome to Air Tycoon! You are the flight attendant and there are some ground rules to follow in order to use the program.

1) With the UML diagram document, you can find functions for the main attendant object to call

2) For lazy flight attendants, calling Attendant.autoAssignPassengers() will automatically assign some passengers to flights with some unbooked passengers to manually assign.

3) In the “Constants.h” file, you can alter the number of routes, passengers, or even seats on a plane by changing the three variables found there.

4) This project has not been tested for unexpected entries. So if there are 10 seats per plane, and you try to change seat # 15, the program is going to crash :(

5) Each passenger has a flightPreference string variable. Assigning passengers to a flight with the the same destination is completely optional and will have no impact on the rest of the program.

6) Using the GUI, only certain Attendant() class functions are accessible. However these functions often also use functions from all other classes. For more functionality, the main function can be altered to test out every function individually.

7) You will be prompted to type a letters from a-m. Typing these letters are just calling one of these functions below. In the beginning, no customers are booked so you may want to call “k” to automatically assign about 20 customers and then manually assign the rest.

string displayRoutes(); //a

void reserveSeat(Passenger& a, Flight& b, int c); //b

void cancelSeat(Passenger& a); //c

string displayMyFlight(Flight a); //d

string displayNextCustomer(); //e

string displayUnbookedCustomers(); //f

string displayAllCustomerBySeatOrder(Flight a); //g

string displayAllCustomerByAlphabeticOrder(Flight a); //h

string displayAllInfoBySeatOrder(); //i

void cancelFlight(Flight& a); //j

void autoAssignPassengers(); //k

int getTicketSales(); //l

void setTicketSales(int a); //m