from pooltable\_class import PoolTable

from datetime import date

tables = []

for i in range(1, 13):

tables.append

while True:

print("-----PoolTable Program-----")

print("Press 1 to Checkout table")

print("Press 2 to Check-In table")

print("Press 3 to View Pooltables")

print("Press q to Quit")

choice = input("What do you want to do?")

if choice == "1":

check\_out()

ident = int(input("\nEnter table you want to check out: "))

table = tables

if choice == "2":

checkin()

if choice == "3":

view\_tables()

if choice == "q":

break

from datetime import datetime

fmt = "%H:%M:%S"

class PoolTable:

def \_\_init\_\_(self, number):

self.number = number

self.is\_occupied = False

self.start\_time = None

self.end\_time = None

self.total\_time = None

self.elapsed\_time = None

self.cost = None

def check\_out(self):

now = datetime.now()

time = now.strftime(fmt)

self.is\_occupied = True

self.start\_time = time

def return\_table(self):

now = datetime.now()

time = now.strftime(fmt)

self.is\_occupied = False

self.end\_time = time

def delta\_elapsed(self):

now = datetime.now()

time = now.strftime(fmt)

delta = datetime.strptime(time, fmt) - datetime.strptime(self.start\_time, fmt)

self.elapsed\_time = delta

def delta\_total(self):

delta = datetime.strptime(self.end\_time, fmt) - datetime.strptime(self.start\_time, fmt)

self.total\_time = delta

from pooltable\_class import PoolTable

from datetime import date

pool\_tables = []

for i in range(1, 13):

pool\_tables.append(PoolTable(i))

def display\_tables():

print("\nCurrent Status of Pool Tables")

for table in pool\_tables:

if table.is\_occupied == False:

status = "Not Occupied"

print(f"Pool Table {table.number}: {status}")

else:

status = "Occupied"

print(f"Pool Table {table.number}: {status} - Start Time: {table.start\_time}")

print("\nWelcome To Pooltable Manager!")

while True:

print("\n\* Main Menu \*")

print("1 - Check Out a Pool Table")

print("2 - Return a Pool Table")

print("3 - View status of Pool Tables")

print("q - Quit app")

choice = input("\nSelect an option from the menu: ")

if choice == "1":

display\_tables()

table\_number = int(input("\nEnter table number to check out: "))

table = pool\_tables[table\_number - 1]

if table.is\_occupied == True:

print("\nThis table is occupied.")

else:

table.check\_out()

print(f"\nPool Table {table\_number} has been checked out.")

elif choice == "2":

display\_tables()

table\_number = int(input("\nEnter The Table Number To Check In: "))

table = pool\_tables[table\_number - 1]

if table.is\_occupied == False:

print("\nThis table has not been checked out.")

else:

table.return\_table()

print(f"Pool Table {table\_number} has been returned.")

elif choice == "3":

display\_tables()

elif choice == "q":

print("\nExiting Pooltable Manager.")

break