CustomerBill

```
-- customerName : String
-- customerCharges : Size_t
-- numberOfDaysStayed : Int
-- tax : Const Double
+ setCustomerName( n : String )
+ getCustomerName() : String
+ setCustomerCharges( c : Size_t )
+ getCustomerCharges() : Size_t
+ setCustomerStayTime( d : Int)
+ getCustomerStayTime() : Int
+ getCustomerTax() : Double
         RoomService
-- customerBags : Const Int
-- tacosToDoor : Const Int
-- cleanRoom : Const Int
+ cleanTheRoom() : Const Int
+ bringTacos() : Const Int
+ bringCustomerBags() : Const Int
           MiniBar
-- water : Const Int
-- alchol : Const Int
-- candy : Const Int
+ buyAlcohol() : Const Int
+ buyCandy() : Const Int
+ buyWater() : Const Int
+ updateCost( charge : Int, *bill : CustomerBill)
```

```
// Written by Jared Dyreson : Project Five -> Hotel Manager
// File : CustomerBill.hpp
// Goal : Lay the foundation for the class
#pragma once
#include <string>
using namespace std;
class CustomerBill{
 private:
    // attributes of the class
    string customerName;
    size_t customerCharges = 0;
    int numberOfDaysStayed = 0;
    const double tax = 1.0825;
  public:
    // able to be accessed by the other .cpp files
    void setCustomerName(string n);
    string getCustomerName();
    void setCustomerCharges(size_t c);
    size_t getCustomerCharges();
    void setCustomerStayTime(int d);
    int getCustomerStayTime();
    double getCustomerTax();
} ;
```

```
// Written by Jared Dyreson
// File : MiniBar.hpp
// Goal : Skeleton code for the MiniBar class
#pragma once
#include "CustomerBill.hpp"
#include "RoomService.hpp"

class MiniBar{
  private:
    const int water = 2, alchol = 10, candy = 3;
  public:
    const int buyAlcohol();
    const int buyCandy();
    const int buyWater();
    void updateCost(int charge, CustomerBill *bill);
};
```

```
// Written by Jared Dyreson
// File : RoomService.hpp
// Goal : Skeleton code for the RoomService class
#pragma once
#include "CustomerBill.hpp"

class RoomService{
  private:
    const int customerBags = 5, tacosToDoor = 10, cleanRoom = 20;
  public:
    const int cleanTheRoom();
    const int bringTacos();
    const int bringCustomerBags();
    void updateCost(int charges, CustomerBill *bill);
};
```

```
// Written by Jared Dyreson : Project Five -> Hotel Manager
// File : CustomerBill.cpp
// Goal : Define all functions for the CustomerBill class
#include <iostream>
#include <string>
#include "CustomerBill.hpp"

using namespace std;

void CustomerBill:: setCustomerName(string n) { customerName = n; }
string CustomerBill:: getCustomerName() { return customerName; }
void CustomerBill:: setCustomerCharges(size_t c) { customerCharges = c; }
size_t CustomerBill:: getCustomerCharges() { return customerCharges; }
void CustomerBill:: setCustomerStayTime(int d) { numberOfDaysStayed = d; }
int CustomerBill:: getCustomerStayTime() { return numberOfDaysStayed; }
double CustomerBill:: getCustomerTax() { return tax; }
```

```
// Written by Jared Dyreson
// File : MiniBar.cpp
// Goal : Define the charges for a given item in the hotel services
#include "CustomerBill.hpp"
#include "RoomService.hpp"
#include "MiniBar.hpp"

const int MiniBar:: buyAlcohol() { return alchol; }

// $12 for alcohol
const int MiniBar:: buyCandy() { return candy; }

// $2 for candy
const int MiniBar:: buyWater() { return water; }

// $10 for water
void MiniBar:: updateCost(int charge, CustomerBill *bill) {bill->setCustomerCharges(bill->getCustomerCharges()+charge); }
```

```
// Written by Jared Dyreson
// File : RoomService.cpp
// Goal : Define the functions for the RoomService class
#include "CustomerBill.hpp"
#include "RoomService.hpp"

const int RoomService: cleanTheRoom() { return cleanRoom; }
const int RoomService: bringCustomerBags() { return customerBags; }
const int RoomService: bringTacos() { return tacosToDoor; }
void RoomService: updateCost(int charges, CustomerBill *bill) { bill->setCustomerCharges((bil l->getCustomerCharges()+charges));}
```

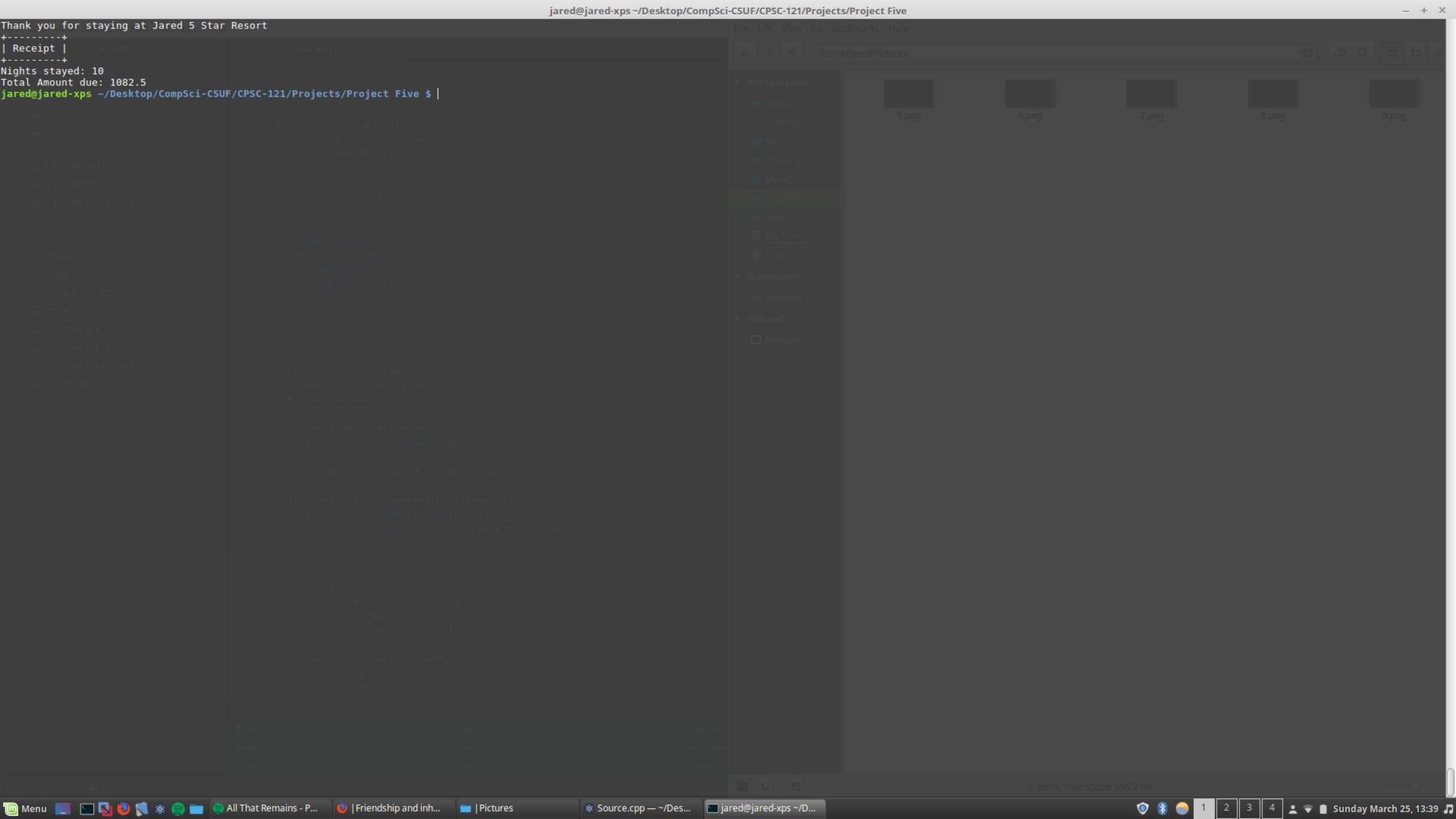
```
// Written by Jared Dyreson
// File : Source.cpp
// Goal : Implementation
#include "CustomerBill.hpp"
#include "RoomService.hpp"
#include "MiniBar.hpp"
#include <string>
#include <iostream>
using namespace std;
// Prototypes
int numDaysStayed();
string customerName();
bool usedMiniBar();
bool usedRoomService();
void clear();
int main() {
  const double tax = 1.0825;
  // create three instances, each for their respective class
  CustomerBill customer;
  RoomService roomService:
  MiniBar miniBar;
  // getting and setting name
  string name = customerName();
  customer.setCustomerName(name);
  // getting and setting time stayed
  int numberOfDaysStayed = numDaysStayed();
  // getting, calculating and setting the amount it cost for board
  int costToStay = numberOfDaysStayed*100;
  customer.setCustomerCharges(costToStay);
  customer.setCustomerStayTime(numberOfDaysStayed);
  // let's see if they used the minibar
  char selection = ' \setminus 0';
  do{
    clear();
    cout << "Which items did you use?" << endl;</pre>
    cout << "1) Water" << endl;</pre>
    cout << "2) Candy" << endl;</pre>
    cout << "3) Alcohol" << endl;</pre>
    cout << "Q) Quit" << endl;</pre>
    cout << "Option: ";</pre>
    cin >> selection;
    switch (selection) {
      case 1: {
        miniBar.updateCost(miniBar.buyWater(), &customer);
        break;
      }
      case 2: {
        miniBar.updateCost(miniBar.buyCandy(), &customer);
        break;
      case 3: {
        miniBar.updateCost(miniBar.buyAlcohol(), &customer);
        break;
      case '0': {
        clear();
        break;
      default: {
        cerr << "[*] Invalid option" << selection << endl;</pre>
      }
```

```
} while (selection != 'Q');
  selection = ' \setminus 0';
  do{
    clear();
    cout << "Which services did you use?" << endl;</pre>
    cout << "1) Bags brought to the door" << endl;</pre>
    cout << "2) Brought tacos" << endl;</pre>
    cout << "3) Cleaned the room" << endl;</pre>
    cout << "Q) Quit" << endl;
    cout << "Option: ";</pre>
    cin >> selection;
    switch(selection) {
      case 1: {
        roomService.updateCost(roomService.bringCustomerBags(), &customer);
        break;
      case 2: {
        roomService.updateCost(roomService.bringTacos(), &customer);
        break;
      case 3: {
        roomService.updateCost(roomService.cleanTheRoom(), &customer);
        break;
      case 'Q':{
        clear();
        break;
      default: {
        cerr << "[*] Invalid option" << endl;</pre>
  } while (selection != 'Q');
  // let's generate a tab that is easier for the customer to interpret
  cout << "Thank you for staying at Jared 5 Star Resort" << endl;</pre>
  cout << "+----+" << endl;
  cout << "| Receipt |" << endl;</pre>
  cout << "+----- << endl;
  cout << "Nights stayed: " << customer.getCustomerStayTime() << endl;</pre>
  // total amount with tax factored in
  cout << "Total Amount due: " << (customer.getCustomerCharges() * customer.getCustomerTax())</pre>
<< endl;
  // since nothing was dynamically allocated, the stack will be cleared for us automatically
  return 0;
int numDaysStayed() {
  int num;
  cout << "How many nights did you stay?: ";</pre>
  cin >> num;
  return num;
string customerName() {
  string name;
  cout << "Your name?: ";</pre>
  getline(cin, name);
  return name;
bool usedMiniBar() {
  bool miniBarFlag = false;
  cout << "Did you use the mini bar?[0/1]: ";</pre>
```

```
cin >> miniBarFlag;
return miniBarFlag;
}

bool usedRoomService() {
  bool usedRoomServiceFlag = false;
  cout << "Did you request for room service during your stay?[0/1]: ";
  cin >> usedRoomServiceFlag;
  return usedRoomServiceFlag;
}

void clear() { cout << "\033[2J\033[1;1H"; }</pre>
```



CustomerBill customer;
RoomService roomService;
MiniBar miniBar;
// getting and setting name
string name = customerName();
customer.setCustomerName(name);

int costrostay = numberorbaysstayed 100;
ustomer.setCustomerCharges(costToStay);
ustomer.setCustomerStayTime(numberOfDaysStay)
let's see if they used the minibar

cout << "Which items did you use?" << endl;
cout << "1) Water" << endl;
cout << "2) Candy" << endl;
cout << "3) Alcohol" << endl;
cout << "0) Quit" << endl;
cout << "Option: ";</pre>

