#include <iostream>

#include<string>

using namespace std;

class reservation

{

private:

int reservation\_id, noofadults, noofchildren;

char r\_Idate, r\_Odate;

room \*rooms[SIZE];

public:

reservation();

reservation(int rsid, char idate, char odate,int adults, int children);

void displayReservation();

void setReservationDetails();

void updateReservationDetails();

void addrooms();

float calculatePrice();

};

class invoice : reservation {

private:

int invoice\_id;

int invoiceNumber;

payment \*payments;

public:

invoice();

invoice(int invid, int inNo, payment \*p);

void storeInvoiceDetails();

void generateInvoiceDetails();

};

class offers {

private:

int offer\_id;

char offerName;

char offerType;

hotel \*hotels;

public:

offer();

offer(int ofid, char ofname,char oftype, hotel \*h);

void selectOffers();

void updateOffers();

void storeOfferDetails();

};

reservation::reservation(){}

reservation::reservation(int rsid, char idate, char odate,int adults, int children)

{

reservation\_id = rsid;

reservationInDate = idate;

reservationOutDate = odate;

numberOfAdults = adults;

numberOfChildren = children;

}

void reservation::displayReservation(){}

void reservation::setReservationDetails(){}

void reservation::updateReservationDetails(){}

void reservation::addrooms(){}

float reservation::calculatePrice(){}

invoice::invoice() {}

invoice::invoice(int invid, int inNo, payment \*p)

{

invoice\_id = invid;

invoiceNumber = inNo;

payment \*payments = payment \*p;

}

void invoice::storeInvoiceDetails(){}

void invoice::generateInvoiceDetails(){}

offers::offers(){}

offers::offer(int ofid, char ofname,char oftype, hotel \*h)

{

offer\_id = ofid;

offerName = ofname;

offerType = oftype;

hotel \*hotels = hotel \*h;

}

void offers::selectOffers(){}

void offers::updateOffers(){}

void offers::storeOfferDetails(){}

int main()

{

reservation p1(123, "03/05/2022", "06/05/2022", 2, 3);

invoice v1(123456, 200);

offers m1(123456789, "christmas", "season offer", "ABC Hotel");

return 0;

}