Object Oriented Concepts (OOC) Assignment 2

INDIVIDUAL SUBMISSION

Topic   :Diet Planning & Health Check-up System

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We declare that this is our own work and this Assignment does not incorporate without acknowledgment any material previously submitted by anyone else in SLIIT or any other university/Institute. And we declare that each one of us equally contributed to the completion of this Assignment.

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Header files

purchase.h

```cpp
//puchase
#include "apponiment."
#include "stocks.h"
#include "supplier.h"
#include"customer.h"
#include"staff.h"

#define SIZE1 3
#define SIZE2 3

class purchase
{
private:
        int purchaseID;
        char purchase_service[50];
        char purchase_amount[10];
        char purchase_date[6];
        char purchase_prescription[50];
        char product_status[50];
        char appontment_status[50];


        appointment* appNO[SIZE];
        stocks* productNO[SIZE];
        supplier* supplier;
        customer* customer;
        staff* staff;


public:
        purchase();
        purchase(int productNO1, int productNO2, int appNO1, int appNO2, supplier*
psupplier, customer* pcustomer, staff* pstaff);
        void purchase(purchaseID, const char purchase_service[], const char
purchase_amount[], const char purchase_date[], const const purchase_prescription[],
supplier* psupplier, customer* pcustomer, staff* pstaff);
        void checkProduct_Availability();
        void checkAppointment_Availability();
        void calculatPurchase_amount();
        void updatePurchase_details();
        void DisplayPurchase_details();
        void deletePurchase_details();
        ~purchase();

};
```

staff.h

```cpp
//staff
#include "purchase.h"
#define SIZE 4

class staff
{
protected:
      int staffID;
      char staff_Fname[20];
      char staff_Lname[20];
      char staff_phone[10];
      char staff_userName[20];
      char staff_password[20];


      purchase* purch[SIZE];


public:
      staff();
      void displayCustomerDetails();
      void logout();
      void login();

      staff(char pstaffID, const char pstaff_Fname[], const char pstaff_Lname[],
const char pstaff_phone[, const char pstaff_userName[], const
charpstaff_password[]);
      void make(purchase* purch_service);
};
```

admin.h

```cpp
//administrator
#include "staff.h"
class admin : public staff
{
private:
      char admin_userName[20];
      char admin_passcode[20];
      char adminID[10];
      char adminGrade[2];

public:
      admin();
      admin(const char pAdmin_username[], const char pAdmin_passcode[], const char
pAdmin_Grade[]);
      void login(const char pAdmin_UsrName, const char pAdmin_pscode);
      void update_Products();
      void update_Appointments();;
      void Delete_purchase();
      void edit_customerDerails();
      void displayAdmin_details();
      ~admin();
};
```

Main Program

```cpp
#include"appointment.h"
#include"stocks.h"
#include"supplier.h"
#include"customer.h"
#include"staff.h"
#include"purchase.h"
#include"user.h"
#include"payment.h"
#include"report.h"


#include<iostream>
using namespace std;

int main()
{
        //Object creation

        purchase* purch = new purchase();
        Staffs* staff = new Staff();
        admins* admin = new admin();



        staff->login();
        staff->displaySupplyDetails();
        staff->logout();
        purch->updatePurchase_Details();
        purch->DisplayPurchase_Details();
        purch->checkProduct_Availability();
        purch->checkAppointment_Availability();
        purch->calculatPurchase_amount();
        purch->deletePurchase_details();
        admin->login();
        admin->update_Products();
        admin->update_Appointments();
        admin->Delete_purchase();
        admin->edit_customerDerails();
        admin->displayAdmin_details();
        admin->displayAdmin_details();

        delete admin;
        delete staff;
        delete purchase;

        return 0;
}
```