#pragma once

class Information

{

public:

virtual void Edit() = 0;

virtual void PutData() = 0;

virtual void Show() = 0;

};

#pragma once

#include "Header.h"

#include "Information.h"

class Client : public Information

{

private:

string clientCode;

string FIO;

string passportId;

string mail;

string mobileNumber;

string login;

string password;

public:

Client();

Client(string \_l, string \_p);

~Client();

Client(string \_cCode, string \_fio, string \_passId, string \_mail, string \_mNumber, string \_login, string \_pass);

Client(const Client& obj);

Client& operator=(const Client& obj);

friend fstream& operator<<(fstream& f, Client& obj);

friend fstream& operator>>(fstream& f, Client& obj);

string getClientCode();

string getFio();

string getPassportId();

string getMail();

string getMobileNumber();

void setClientCode(string s);

void setFio(string s);

void setPasswordId(string s);

void setMail(string s);

void setMobile(string s);

string getLogin() { return login; }

string getPassword() { return password; }

void Edit() override;

void PutData() override;

void Show() override;

};

#include "Client.h"

#include "Functions.h"

Client::Client() { }

Client::Client(string \_l, string \_p)

{

password = \_p;

login = \_l;

}

Client::~Client() { }

Client::Client(string \_cCode, string \_fio, string \_passId, string \_mail, string \_mNumber, string \_login, string \_pass)

{

clientCode = \_cCode;

passportId = \_passId;

FIO = \_fio;

mail = \_mail;

mobileNumber = \_mNumber;

login = \_login;

password = \_pass;

}

Client::Client(const Client& obj)

{

clientCode = obj.clientCode;

passportId = obj.passportId;

FIO = obj.FIO;

mail = obj.mail;

mobileNumber = obj.mobileNumber;

password = obj.password;

login = obj.login;

}

Client& Client::operator=(const Client& obj)

{

if (this != &obj)

{

clientCode = obj.clientCode;

passportId = obj.passportId;

FIO = obj.FIO;

mail = obj.mail;

mobileNumber = obj.mobileNumber;

password = obj.password;

login = obj.login;

}

return \*this;

}

string Client::getClientCode()

{

return clientCode;

}

string Client::getFio()

{

return FIO;

}

string Client::getPassportId()

{

return passportId;

}

string Client::getMail()

{

return mail;

}

string Client::getMobileNumber()

{

return mobileNumber;

}

void Client::setClientCode(string s)

{

clientCode = s;

}

void Client::setFio(string s)

{

FIO = s;

}

void Client::setPasswordId(string s)

{

passportId = s;

}

void Client::setMail(string s)

{

mail = s;

}

void Client::setMobile(string s)

{

mobileNumber = s;

}

void Client::Edit() { }

void Client::PutData()

{

cout << "\_\_ Новый логин: ";

cin >> login;

cout << "\_\_ Новый пароль: ";

cin >> password;

cout << "\_\_ Придумайте свой ID: ";

cin >> clientCode;

cout << "\_\_ Ф.И.О: ";

FIO = enterCharOnly();

cout << "\_\_ Номер паспорта: ";

cin >> passportId;

cout << "\_\_ Почта: ";

cin >> mail;

cout << "\_\_ Мобильный номер: ";

cin >> mobileNumber;

}

void Client::Show()

{

cout << setw(15) << login

<< setw(15) << password

<< setw(8) << clientCode

<< setw(20) << FIO

<< setw(15) << passportId

<< setw(30) << mail

<< setw(15) << mobileNumber;

}

fstream& operator<<(fstream& f, Client& obj)

{

f << obj.login << " " << obj.password << " "

<< obj.clientCode << " " << obj.FIO << "\*"

<< obj.passportId << " "

<< obj.mail << " " << obj.mobileNumber << endl;

return f;

}

fstream& operator>>(fstream& f, Client& obj)

{

f >> obj.login >> obj.password;

f >> obj.clientCode;

getline(f, obj.FIO, '\*');

f >> obj.passportId >> obj.mail >> obj.mobileNumber;

return f;

}

#pragma once

#include "Header.h"

#include "Information.h"

class Order : public Information

{

private:

string clientCode;

string tourCode;

public:

Order();

~Order();

Order(const Order& obj);

Order& operator=(const Order& obj);

friend fstream& operator<<(fstream& f, Order& obj);

friend fstream& operator>>(fstream& f, Order& obj);

string getClientCode();

void setClientCode(string clientCode);

string getTourCode();

void setTourCode(string \_t);

void Edit() override;

void PutData() override;

void Show() override;

static void header();

static void headerLine();

};

#include "Order.h"

#include "Functions.h"

Order::Order() { }

Order::~Order() { }

Order::Order(const Order& obj)

{

clientCode = obj.clientCode;

tourCode = obj.tourCode;

}

Order& Order::operator=(const Order& obj)

{

if (this != &obj)

{

clientCode = obj.clientCode;

tourCode = obj.tourCode;

}

return \*this;

}

string Order::getClientCode()

{

return clientCode;

}

void Order::setClientCode(string clientCode)

{

this->clientCode = clientCode;

}

string Order::getTourCode()

{

return tourCode;

}

void Order::setTourCode(string \_t)

{

tourCode = \_t;

}

void Order::Edit()

{

cout << " \_\_\_ Выберите какое поле изменить" << endl << endl;

cout << "1\_\_\_ Номер клмента\n";

cout << "2\_\_\_ Код тура\n";

cout << "0\_\_\_ Назад\n";

int choice;

choice = enterInt(0, 2);

switch (choice)

{

case 1:

{

cout << "1\_\_\_ Номер клмента: ";

clientCode = enterCharOnly();

break;

}

case 2:

{

cout << "2\_\_\_ Код тура: ";

tourCode = enterCharOnly();

break;

}

}

}

void Order::PutData()

{

cout << " \_\_\_ Введите данные" << endl << endl;

cout << "1\_\_\_ Введите ваш клиентский код: ";

clientCode = enterCharOnly();

cout << "2\_\_\_ Код тура: ";

tourCode = enterCharOnly();

}

void Order::Show()

{

cout << setw(16) << clientCode << " " << setw(16) << tourCode;

}

void Order::header()

{

cout << "--- --------------- ---------------" << endl;

cout << " № ID клиента ID тура " << endl;

cout << "--- --------------- ---------------" << endl;

}

void Order::headerLine(){

cout << "--- --------------- ---------------" << endl;

}

fstream& operator<<(fstream& f, Order& obj)

{

f << obj.clientCode << " " << obj.tourCode << endl;

return f;

}

fstream& operator>>(fstream& f, Order& obj)

{

f >> obj.clientCode >> obj.tourCode;

return f;

}

#pragma once

#include "Header.h"

#include "Information.h"

class Ticket : public Information

{

private:

string ticketCode;

string userCode;

string transportType;

string departurePoint;

string arrivalPoint;

string deprtureData;

string arrivalData;

public:

Ticket();

~Ticket();

Ticket(string \_tCode, string \_uCode, string \_tType, string \_dPoint, string \_aPoint, string \_dData);

Ticket(const Ticket& obj);

Ticket& operator=(const Ticket& obj);

friend fstream& operator<<(fstream& f, Ticket& obj);

friend fstream& operator>>(fstream& f, Ticket& obj);

string getTicketCode();

string getUserCode();

string getTransportType();

string getDeparturePoint();

string getArrivalPoint();

string getDepartureData();

void setTicketCode(string \_s);

void setUserCode(string \_s);

void setTransportType(string \_s);

void setDeparturePoint(string \_s);

void setArrivalPoint(string \_s);

void setDepartureData(string \_s);

void Edit() override;

void PutData() override;

void Show() override;

static void header();

static void headerLine();

};

#include "Ticket.h"

#include "Functions.h"

Ticket::Ticket() { }

Ticket::~Ticket() { }

Ticket::Ticket(string \_tCode, string \_uCode, string \_tType, string \_dPoint, string \_aPoint, string \_dData)

{

ticketCode = \_tCode;

userCode = \_uCode;

transportType = \_tType;

departurePoint = \_dPoint;

arrivalPoint = \_aPoint;

deprtureData = \_dData;

}

Ticket::Ticket(const Ticket& obj)

{

ticketCode = obj.ticketCode;

userCode = obj.userCode;

transportType = obj.transportType;

departurePoint = obj.departurePoint;

arrivalPoint = obj.arrivalPoint;

deprtureData = obj.deprtureData;

arrivalData = obj.arrivalData;

}

void Ticket::setTicketCode(string \_s)

{

ticketCode = \_s;

}

void Ticket::setUserCode(string \_s)

{

userCode = \_s;

}

void Ticket::setTransportType(string \_s)

{

transportType = \_s;

}

void Ticket::setDeparturePoint(string \_s)

{

departurePoint = \_s;

}

void Ticket::setArrivalPoint(string \_s)

{

arrivalPoint = \_s;

}

void Ticket::setDepartureData(string \_s)

{

deprtureData = \_s;

}

void Ticket::Edit() { }

Ticket& Ticket::operator=(const Ticket& obj)

{

if (this != &obj)

{

ticketCode = obj.ticketCode;

userCode = obj.userCode;

transportType = obj.transportType;

departurePoint = obj.departurePoint;

arrivalPoint = obj.arrivalPoint;

deprtureData = obj.deprtureData;

}

return \*this;

}

void Ticket::PutData()

{

cout << " \_\_\_ Введите данные" << endl << endl;

cout << "1\_\_\_ Придумайте код для билета: ";

ticketCode = enterCharOnly();

cout << "2\_\_\_ Вид транспорта: ";

transportType = enterCharOnly();

cout << "3\_\_\_ Место отправление: ";

departurePoint = enterCharOnly();

cout << "4\_\_\_ Место прибытие: ";

arrivalPoint = enterCharOnly();

cout << "5\_\_\_ Дата отправление: ";

cin >> deprtureData;

}

void Ticket::Show()

{

cout << setw(11) << ticketCode << setw(16) << transportType << setw(16) << departurePoint << setw(16) << arrivalPoint << setw(16) << deprtureData;

}

void Ticket::header()

{

cout << "--- ---------- --------------- --------------- --------------- ---------------" << endl;

cout << " № ID билета Вид трансп. Место отпр. Место приб. Дата отпр. " << endl;

cout << "--- ---------- --------------- --------------- --------------- ---------------" << endl;

}

void Ticket::headerLine()

{

cout << "--- ---------- --------------- --------------- --------------- ---------------" << endl;

}

string Ticket::getTicketCode()

{

return ticketCode;

}

string Ticket::getUserCode()

{

return userCode;

}

string Ticket::getTransportType(){

return transportType;

}

string Ticket::getDeparturePoint()

{

return departurePoint;

}

string Ticket::getArrivalPoint()

{

return arrivalPoint;

}

string Ticket::getDepartureData()

{

return deprtureData;

}

fstream& operator<<(fstream& f, Ticket& obj){

f << obj.arrivalPoint << " " << obj.departurePoint << " " << obj.deprtureData

<< " " << obj.ticketCode << " " << obj.userCode << " " << obj.transportType << endl;

return f;

}

fstream& operator>>(fstream& f, Ticket& obj){

f >> obj.arrivalPoint >> obj.departurePoint >> obj.deprtureData >> obj.ticketCode >> obj.userCode;

getline(f, obj.transportType, '\n');

return f;

}

#pragma once

#include "Header.h"

#include "Information.h"

class Tour : public Information

{

protected:

string tourName;

string tourCode;

string tourType;

string tourDate;

int duration;

float price;

public:

Tour();

~Tour();

Tour(const Tour& obj);

string getTourCode();

string getTourName();

string getTourType();

};

#include "Tour.h"

Tour::Tour(){ }

Tour::~Tour(){ }

Tour::Tour(const Tour& obj){

tourName = obj.tourName;

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

}

string Tour::getTourCode(){

return tourCode;

}

string Tour::getTourName(){

return tourName;

}

string Tour::getTourType(){

return tourType;

}

#pragma once

#include "Tour.h"

class LocalTour :

public Tour

{

private:

string city;

public:

LocalTour();

~LocalTour();

LocalTour(const LocalTour& obj);

LocalTour& operator=(const LocalTour& obj);

friend fstream& operator>>(fstream& f, LocalTour& obj);

friend fstream& operator<<(fstream& f, LocalTour& obj);

void Edit() override;

void PutData() override;

void Show() override;

static void header();

static void headerLine();

};

#include "LocalTour.h"

#include "Functions.h"

LocalTour::LocalTour() { }

LocalTour::~LocalTour() { }

LocalTour::LocalTour(const LocalTour& obj)

{

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

city = obj.city;

tourName = obj.tourName;

}

LocalTour& LocalTour::operator=(const LocalTour& obj)

{

if (this != &obj) {

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

city = obj.city;

tourName = obj.tourName;

}

return \*this;

}

void LocalTour::Edit()

{

cout << " \_\_\_ Выберите какое поле изменить" << endl << endl;

cout << "1\_\_\_ Назвния тура\n";

cout << "2\_\_\_ Код тура\n";

cout << "3\_\_\_ Вид тура\n";

cout << "4\_\_\_ Дата\n";

cout << "5\_\_\_ Длительность\n";

cout << "6\_\_\_ Цена\n";

cout << "7\_\_\_ Город\n";

cout << "0\_\_\_ Назад\n";

int choice;

choice = enterInt(0, 7);

switch (choice) {

case 1: {

cout << "1\_\_\_ Назвния тура: ";

tourName = enterCharOnly();

break;

}

case 2: {

cout << "2\_\_\_ Придумайте код для тура: ";

tourCode = enterCharOnly();

break;

}

case 3: {

cout << "3\_\_\_ Вид тура: ";

tourType = enterCharOnly();

break;

}

case 4: {

cout << "4\_\_\_ Дата: ";

cin >> tourDate ;

break;

}

case 5: {

cout << "5\_\_\_ Длительность: ";

duration = enterInt(1,30);

break;

}

case 6: {

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

break;

}

case 7: {

cout << "7\_\_\_ Город: ";

city = enterCharOnly();

break;

}

}

}

void LocalTour::PutData()

{

cout << " \_\_\_ Введите данные" << endl << endl;

cout << "1\_\_\_ Назвния тура: ";

tourName = enterCharOnly();

cout << "2\_\_\_ Придумайте код для тура: ";

tourCode = enterCharOnly();

cout << "3\_\_\_ Вид тура: ";

tourType = enterCharOnly();

cout << "4\_\_\_ Дата: ";

cin >> tourDate;

cout << "5\_\_\_ Длительность: ";

cin >> duration;

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

cout << "7\_\_\_ Город: ";

city = enterCharOnly();

}

void LocalTour::Show()

{

cout << setw(21) << tourName

<< setw(16) << tourCode

<< setw(16) << tourType

<< setw(11) << tourDate

<< setw(11) << duration

<< setw(11) << price

<< setw(16) << city;

}

void LocalTour::header()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- ---------------" << endl;

cout << " № Названия тура ID тура Вид тура Дата тура Длит. Цена Город " << endl;

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- ---------------" << endl;

}

void LocalTour::headerLine()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- ---------------" << endl;

}

fstream& operator>>(fstream& f, LocalTour& obj)

{

getline(f, obj.tourName, '\*');

f >> obj.tourCode >> obj.tourType >> obj.tourDate >> obj.duration >> obj.price;

getline(f, obj.city, '\n');

return f;

}

fstream& operator<<(fstream& f, LocalTour& obj)

{

f << obj.tourName << "\*" << obj.tourCode << " " << obj.tourType << " " << obj.tourDate << " " << obj.duration<< " " << obj.price << " "<< obj.city << endl;

return f;

}

#pragma once

#include "Tour.h"

class InternationalTour :public Tour

{

protected:

string country;

string city;

public:

InternationalTour() {};

~InternationalTour() {};

string getCountry();

string getCity();

void setCountry(string s);

void setCity(string s);

};

#include "InternationalTour.h"

string InternationalTour::getCountry(){

return country;

}

string InternationalTour::getCity(){

return city;

}

void InternationalTour::setCountry(string s){

country = s;

}

void InternationalTour::setCity(string s){

city = s;

}

#pragma once

#include "InternationalTour.h"

class LandInternational:public InternationalTour

{

private:

string carType;

public:

LandInternational();

~LandInternational();

LandInternational(const LandInternational& obj);

LandInternational& operator=(const LandInternational& obj);

friend fstream& operator<< (fstream& f, LandInternational& obj);

friend fstream& operator>> (fstream& f, LandInternational& obj);

string getCarType();

void setCarTpye(string \_t);

void Edit() override;

void PutData() override;

void Show() override;

static void header();

static void headerLine();

};

#include "LandInternational.h"

#include "Functions.h"

LandInternational::LandInternational() { }

LandInternational::~LandInternational() { }

LandInternational::LandInternational(const LandInternational& obj)

{

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

tourName = obj.tourName;

price = obj.price;

country = obj.country;

city = obj.city;

carType = obj.carType;

//tourName = obj.tourName;

}

LandInternational& LandInternational::operator=(const LandInternational& obj)

{

if (this != &obj)

{

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

country = obj.country;

city = obj.city;

tourName = obj.tourName;

carType = obj.carType;

}

return \*this;

}

string LandInternational::getCarType()

{

return carType;

}

void LandInternational::setCarTpye(string \_t)

{

carType = \_t;

}

void LandInternational::Edit()

{

cout << " \_\_\_ Выберите какое поле изменить" << endl << endl;

cout << "1\_\_\_ Назвния тура\n";

cout << "2\_\_\_ Код тура\n";

cout << "3\_\_\_ Вид тура\n";

cout << "4\_\_\_ Дата\n";

cout << "5\_\_\_ Длительность\n";

cout << "6\_\_\_ Цена\n";

cout << "7\_\_\_ Страна\n";

cout << "8\_\_\_ Город\n";

cout << "9\_\_\_ Вид транспорта\n";

cout << "0\_\_\_ Назад\n";

int choice;

choice = enterInt(0, 9);

switch (choice)

{

case 1:

{

cout << "1\_\_\_ Назвния тура: ";

tourName = enterCharOnly();

break;

}

case 2:

{

cout << "2\_\_\_ Придумайте код для тура: ";

tourCode = enterCharOnly();

break;

}

case 3:

{

cout << "3\_\_\_ Вид тура: ";

tourType = enterCharOnly();

break;

}

case 4:

{

cout << "4\_\_\_ Дата: ";

cin >> tourDate;

break;

}

case 5:

{

cout << "5\_\_\_ Длительность: ";

duration = enterInt(1,30);

break;

}

case 6:

{

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

break;

}

case 7:

{

cout << "7\_\_\_ Страна: ";

country = enterCharOnly();

break;

}

case 8:

{

cout << "8\_\_\_ Город: ";

city = enterCharOnly();

break;

}

case 9:

{

cout << "9\_\_\_ Вид транспорта: ";

carType = enterCharOnly();

break;

}

}

}

void LandInternational::PutData()

{

cout << " \_\_\_ Введите данные" << endl << endl;

cout << "1\_\_\_ Назвния тура: ";

tourName = enterCharOnly();

cout << "2\_\_\_ Придумайте код для тура: ";

tourCode = enterCharOnly();

cout << "3\_\_\_ Вид тура: ";

tourType = enterCharOnly();

cout << "4\_\_\_ Дата: ";

cin >> tourDate;

cout << "5\_\_\_ Длительность: ";

duration = enterInt(1,30);

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

cout << "7\_\_\_ Страна: ";

country = enterCharOnly();

cout << "8\_\_\_ Город: ";

city = enterCharOnly();

cout << "9\_\_\_ Вид транспорта: ";

carType = enterCharOnly();

}

void LandInternational::Show()

{

cout << setw(20) << tourName

<< setw(16) << tourCode

<< setw(16) << tourType

<< setw(11) << tourDate

<< setw(11) << duration

<< setw(11) << price

<< setw(16) << country

<< setw(16) << city

<< setw(16) << carType;

}

void LandInternational::header()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- ---------------" << endl;

cout << " № Названия тура ID тура Вид тура Дата тура Длит. Цена Страна Город Транспорт " << endl;

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- ---------------" << endl;

}

void LandInternational::headerLine()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- ---------------" << endl;

}

fstream& operator<<(fstream& f, LandInternational& obj)

{

f << obj.tourName << "\*" << obj.tourCode << " "

<< obj.tourType << " " << obj.tourDate << " "

<< obj.duration << " " << obj.price << " "

<< obj.country << " " << obj.city << " " << obj.carType << endl;

return f;

}

fstream& operator>>(fstream& f, LandInternational& obj)

{

getline(f, obj.tourName, '\*');

f >> obj.tourCode >> obj.tourType >> obj.tourDate

>> obj.duration >> obj.price >> obj.country >> obj.city;

getline(f, obj.carType, '\n');

return f;

}

#pragma once

#include "InternationalTour.h"

class SeaInternational : public InternationalTour

{

private:

string cargoName;

string seaName;

public:

SeaInternational();

~SeaInternational();

SeaInternational(const SeaInternational& obj);

SeaInternational& operator=(const SeaInternational& obj);

friend fstream& operator<< (fstream& f, SeaInternational& obj);

friend fstream& operator>> (fstream& f, SeaInternational& obj);

void setCargoName(string \_c);

void setSeaName(string \_s);

string getCargoName();

string getSeaName();

void Edit() override;

void PutData() override;

void Show() override;

static void header();

static void headerLine();

};

#include "SeaInternational.h"

#include "Functions.h"

SeaInternational::SeaInternational() { }

SeaInternational::~SeaInternational() { }

SeaInternational::SeaInternational(const SeaInternational& obj)

{

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

country = obj.country;

city = obj.city;

cargoName = obj.cargoName;

seaName = obj.seaName;

tourName = obj.tourName;

}

SeaInternational& SeaInternational::operator=(const SeaInternational& obj)

{

if (this != &obj) {

tourCode = obj.tourCode;

tourType = obj.tourType;

tourDate = obj.tourDate;

duration = obj.duration;

price = obj.price;

country = obj.country;

city = obj.city;

cargoName = obj.cargoName;

seaName = obj.seaName;

tourName = obj.tourName;

}

return \*this;

}

void SeaInternational::setCargoName(string \_c)

{

cargoName = \_c;

}

void SeaInternational::setSeaName(string \_s)

{

seaName = \_s;

}

string SeaInternational::getCargoName()

{

return cargoName;

}

string SeaInternational::getSeaName()

{

return seaName;

}

void SeaInternational::Edit()

{

cout << " \_\_\_ Выберите какое поле изменить" << endl << endl;

cout << "1\_\_\_ Назвния тура\n";

cout << "2\_\_\_ Код тура\n";

cout << "3\_\_\_ Вид тура\n";

cout << "4\_\_\_ Дата\n";

cout << "5\_\_\_ Длительность\n";

cout << "6\_\_\_ Цена\n";

cout << "7\_\_\_ Страна\n";

cout << "8\_\_\_ Город\n";

cout << "9\_\_\_ Вид транспорта\n";

cout << "10\_\_ Названия море\n";

cout << "0\_\_\_ Назад\n";

int choice;

choice = enterInt(0, 10);

switch (choice) {

case 1: {

cout << "1\_\_\_ Назвния тура: ";

tourName = enterCharOnly();

break;

}

case 2: {

cout << "2\_\_\_ Придумайте код для тура: ";

tourCode = enterCharOnly();

break;

}

case 3: {

cout << "3\_\_\_ Вид тура: ";

tourType = enterCharOnly();

break;

}

case 4: {

cout << "4\_\_\_ Дата: ";

cin >> tourDate;

break;

}

case 5: {

cout << "5\_\_\_ Длительность: ";

duration = enterInt(1,30);

break;

}

case 6: {

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

break;

}

case 7: {

cout << "7\_\_\_ Страна: ";

country = enterCharOnly();

break;

}

case 8: {

cout << "8\_\_\_ Город: ";

city = enterCharOnly();

break;

}

case 9: {

cout << "9\_\_\_ Названия корабля: ";

cargoName = enterCharOnly();

break;

}

case 10: {

cout << "10\_\_ Названия море: ";

seaName = enterCharOnly();

break;

}

}

}

void SeaInternational::PutData()

{

cout << " \_\_\_ Введите данные" << endl << endl;

cout << "1\_\_\_ Назвния тура: ";

cin >> tourName;

cout << "2\_\_\_ Придумайте код для тура: ";

cin >> tourCode;

cout << "3\_\_\_ Вид тура: ";

cin >> tourType;

cout << "4\_\_\_ Дата: ";

cin >> tourDate;

cout << "5\_\_\_ Длительность: ";

cin >> duration;

cout << "6\_\_\_ Цена: ";

price = enterInt(0, 999999);

cout << "7\_\_\_ Страна: ";

cin >> country;

cout << "8\_\_\_ Город: ";

cin >> city;

cout << "9\_\_\_ Названия корабля: ";

cin >> cargoName;

cout << "10\_\_ Названия море: ";

cin >> seaName;

}

void SeaInternational::Show()

{

cout << setw(21) << tourName

<< setw(16) << tourCode

<< setw(16) << tourType

<< setw(11) << tourDate

<< setw(11) << duration

<< setw(11) << price

<< setw(16) << country

<< setw(16) << city

<< setw(16) << cargoName

<< setw(16) << seaName;

}

void SeaInternational::header()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- --------------- ---------------" << endl;

cout << " № Названия тура ID тура Вид тура Дата тура Длит. Цена Страна Город Корабль Море " << endl;

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- --------------- ---------------" << endl;

}

void SeaInternational::headerLine()

{

cout << "--- -------------------- --------------- --------------- ---------- ---------- ---------- --------------- --------------- --------------- ---------------" << endl;

}

fstream& operator<<(fstream& f, SeaInternational& obj)

{

f << obj.tourName <<"\*" << obj.tourCode << " "

<< obj.tourType << " " << obj.tourDate << " "

<< obj.duration << " " << obj.price << " "

<< obj.country << " " << obj.city << " " << obj.cargoName << " " << obj.seaName << endl;

return f;

}

fstream& operator>>(fstream& f, SeaInternational& obj)

{

getline(f, obj.tourName, '\*');

f >> obj.tourCode >> obj.tourType >> obj.tourDate

>> obj.duration >> obj.price >> obj.country >> obj.city >> obj.cargoName;

getline(f, obj.seaName, '\n');

return f;

}

#pragma once

#include "Queue.h"

#include "File.h"

#include "Order.h"

#include "Ticket.h"

#include "Functions.h"

#include "Client.h"

template <class T>

class Interface

{

Queue<T>\* queue;

Queue<Order>\* orders;

Queue<Ticket>\* tickets;

char filename[30];

public:

Interface(char\* f);

~Interface();

void add();

void del();

void edit();

void show();

void start();

void setFilename(char\* f);

};

template<class T>

inline Interface<T>::Interface(char\* f)

{

queue = new Queue<T>;

orders = new Queue<Order>;

tickets = new Queue<Ticket>;

setFilename(f);

}

template<class T>

inline Interface<T>::~Interface()

{

delete queue;

}

template<class T>

inline void Interface<T>::add()

{

T object;

object.PutData();

queue->enqueue(object);

cout << "\_\_\_ Успешно!" << endl;

}

template<class T>

inline void Interface<T>::del()

{

if (queue->is\_Empty())

{

cout << "\_\_\_ Пусто" << endl;

return;

}

this->show();

cout << endl;

cout << "\_\_\_ Номер удаляемого элемента: ";

int k;

k = enterInt(1, queue->getSize());

queue->Delete(k);

cout << "\_\_\_ Успешно";

}

template<class T>

inline void Interface<T>::edit()

{

if (queue->is\_Empty())

{

cout << "\_\_\_ Пусто" << endl;

return;

}

show();

cout << "\_\_\_ Номер редактируемого элемента: ";

int k;

k = enterInt(1, queue->getSize());

(\*queue)[k - 1].Edit();

cout << "\_\_\_ Успешно" << endl;

}

template<class T>

inline void Interface<T>::show()

{

if (queue->is\_Empty())

{

cout << "\_\_\_ Пусто" << endl;

return;

}

T::header();

queue->show();

T::headerLine();

cout << endl;

}

template<class T>

inline void Interface<T>::start()

{

int choice;

char ti[30] = "tickets.txt";

char r[30] = "orders.txt";

ReadDataFromFile(queue, filename);

ReadDataFromFile(orders, r);

ReadDataFromFile(tickets, ti);

do {

system("cls");

cout << "\_\_\_ Меню редактирование" << endl;

cout << "1\_\_ Добавить" << endl;

cout << "2\_\_ Удалить" << endl;

cout << "3\_\_ Изменить" << endl;

cout << "4\_\_ Сортировать" << endl;

cout << "5\_\_ Заказы на тур" << endl;

cout << "6\_\_ Билеты" << endl;

cout << "7\_\_ Сохранить данные" << endl;

cout << "8\_\_ Читат с файла" << endl;

cout << "9\_\_ ПРОСМОТР" << endl;

cout << "0\_\_ Назад" << endl;

choice = enterInt(0, 9);

cout << endl << endl;

switch (choice)

{

case 1:

{

add();

break;

}

case 2:

{

del();

break;

}

case 3:

{

edit();

break;

}

case 4:

{

cout << "1\_\_ Сортировать по названию" << endl;

cout << "2\_\_ Сортировать по виду туров" << endl;

int o;

o = enterInt(1, 2);

if (o == 1)

{

for (int i = 0; i < queue->getSize(); i++)

{

for (int j = i+1; j < queue->getSize(); j++)

if ((\*queue)[i].getTourName() > (\*queue)[j].getTourName())

{

T temp = (\*queue)[i];

(\*queue)[i] = (\*queue)[j];

(\*queue)[j] = temp;

}

}

}

else

{

for (int i = 0; i < queue->getSize(); i++)

{

for (int j = i + 1; j < queue->getSize(); j++)

if ((\*queue)[i].getTourType() > (\*queue)[j].getTourType())

{

T temp = (\*queue)[i];

(\*queue)[i] = (\*queue)[j];

(\*queue)[j] = temp;

}

}

}

break;

}

case 5:

{

Queue<Order> temp;

for (int i = 0; i < orders->getSize(); i++)

{

for (int j = 0; j < queue->getSize(); j++)

{

if ((\*orders)[i].getTourCode() == (\*queue)[j].getTourCode())

{

temp.enqueue((\*orders)[i]);

}

}

}

Order::header();

temp.show();

Order::headerLine();

cout << "1\_\_ Подтвердить заказ и создать билет" << endl;

cout << "0\_\_ Назад" << endl;

int y;

y = enterInt(0,1);

if (y == 1)

{

cout << "\_\_\_ Введите номер заказа: ";

int ll;

ll = enterInt(1, temp.getSize());

Ticket t;

t.setUserCode(temp[ll].getClientCode());

t.PutData();

tickets->enqueue(t);

cout << "\_\_\_ Билет успешно создан" << endl;

}

break;

}

case 6:

{

cout << "\_\_\_ Список билетов" << endl << endl;

if (tickets->getSize() == 0)

{

cout << "\_\_\_ Пусто" << endl;

break;

}

Ticket::header();

tickets->show();

Ticket::headerLine();

cout << endl;

break;

}

case 7:

{

char ti[30] = "tickets.txt";

char r[30] = "orders.txt";

WriteDataToFile(queue, filename);

WriteDataToFile(orders, r);

WriteDataToFile(tickets, ti);

break;

}

case 8:

{

ReadDataFromFile(queue, filename);

char ti[30] = "tickets.txt";

char r[30] = "orders.txt";

ReadDataFromFile(orders, r);

ReadDataFromFile(tickets, ti);

break;

}

case 9:

{

this->show();

break;

}

default:

break;

}

cout << endl;

system("pause");

} while (choice != 0);

}

template<class T>

inline void Interface<T>::setFilename(char\* f)

{

strcpy\_s(filename, f);

}

#pragma once

#include "Queue.h"

#include "Order.h"

#include "Client.h"

#include "Ticket.h"

#include "File.h"

#include "Functions.h"

#include "LandInternational.h"

#include "SeaInternational.h"

#include "LocalTour.h"

class InterfaceClient

{

private:

Client client;

Queue<Order>\* orders;

Queue<Ticket>\* tickets;

public:

InterfaceClient(Client obj);

~InterfaceClient();

void start();

template<class T>

void makeOrder(Queue<T> \*q);

void loadTicket();

void loadOrder();

void writeOrder();

};

inline InterfaceClient::InterfaceClient(Client obj)

{

orders = new Queue<Order>;

tickets = new Queue<Ticket>;

client = obj;

}

inline InterfaceClient::~InterfaceClient()

{

delete orders;

delete tickets;

}

inline void InterfaceClient::start()

{

int vybor;

do {

Queue<LandInternational>\* lands = new Queue<LandInternational>;

char filename1[30] = "landtours.txt";

ReadDataFromFile(lands, filename1);

char filename2[30] = "seatours.txt";

Queue<SeaInternational>\* sea = new Queue<SeaInternational>;

ReadDataFromFile(sea, filename2);

char filename3[30] = "localtours.txt";

Queue<LocalTour>\* localtours = new Queue<LocalTour>;

ReadDataFromFile(localtours, filename3);

char filename4[30] = "orders.txt";

ReadDataFromFile(orders, filename4);

char filename5[30] = "tickets.txt"; //билет

ReadDataFromFile(tickets, filename5);

system("cls");

cout << "\_\_\_ Меню клиента" << endl << endl;

cout << "\_\_\_ Список" << endl;

cout << "1\_\_ Сухопутные туры" << endl;

cout << "2\_\_ Морские туры" << endl;

cout << "3\_\_ Местные туров" << endl << endl;

cout << "\_\_\_ Раздел заказы" << endl;

cout << "4\_\_ Бронировать" << endl;

cout << "5\_\_ Мои заказы" << endl;

cout << "6\_\_ Мои билеты" << endl;

cout << "0\_\_ Выход" << endl;

vybor = enterInt(0,6);

switch (vybor)

{

case 1:

{

LandInternational::header();

lands->show();

LandInternational::headerLine();

break;

}

case 2:

{

SeaInternational::header();

sea->show();

SeaInternational::headerLine();

break;

}

case 3:

{

LocalTour::header();

localtours->show();

LocalTour::headerLine();

break;

}

case 4:

{

cout << "1\_\_ Сухопутные туры" << endl;

cout << "2\_\_ Морские туры" << endl;

cout << "3\_\_ Местные туров" << endl << endl;

cout << "\_\_\_ Выберите тип тура: ";

int chj;

chj = enterInt(1,3);

switch (chj)

{

case 1:

{

LandInternational::header();

lands->show();

LandInternational::headerLine();

makeOrder(lands);

break;

}

case 2:

{

SeaInternational::header();

sea->show();

SeaInternational::headerLine();

makeOrder(sea);

break;

}

case 3:

{

LocalTour::header();

localtours->show();

LocalTour::headerLine();

makeOrder(localtours);

break;

}

default: break;

}

break;

}

case 5:

{

cout << "\_\_\_ Мои заказы" << endl << endl;

int l = 0;

cout << "1\_\_ Сухопутные туры" << endl << endl;

LandInternational::header();

for (int i = 0; i < orders->getSize(); i++)

{

if ((\*orders)[i].getClientCode() == client.getClientCode())

{

for (int j = 0; j < lands->getSize(); j++) {

if ((\*orders)[i].getTourCode() == (\*lands)[j].getTourCode())

{

(\*lands)[j].Show();

cout << endl;

l++;

}

}

}

}

LandInternational::headerLine();

if (l == 0) cout << "\_\_\_ Пусто" << endl;

cout << "\n\n";

l = 0;

cout << "2\_\_ Морские туры" << endl << endl;

SeaInternational::header();

for (int i = 0; i < orders->getSize(); i++)

{

if ((\*orders)[i].getClientCode() == client.getClientCode())

{

for (int j = 0; j < sea->getSize(); j++)

{

if ((\*orders)[i].getTourCode() == (\*sea)[j].getTourCode())

{

(\*sea)[j].Show();

cout << endl;

l++;

}

}

}

}

SeaInternational::headerLine();

if (l == 0) cout << "\_\_\_ Пусто" << endl;

cout << "\n\n";

l = 0;

cout << "3\_\_ Местные туров" << endl << endl;

LocalTour::header();

for (int i = 0; i < orders->getSize(); i++)

{

if ((\*orders)[i].getClientCode() == client.getClientCode())

{

for (int j = 0; j < localtours->getSize(); j++) {

if ((\*orders)[i].getTourCode() == (\*localtours)[j].getTourCode())

{

(\*localtours)[j].Show();

cout << endl;

l++;

}

}

}

}

LocalTour::headerLine();

if (l == 0) cout << "\_\_\_ Пусто" << endl;

break;

}

case 6:

{

cout << "\_\_\_ Мои билеты" << endl << endl;

Ticket::header();

for (int i = 0; i < tickets->getSize(); i++)

{

if ((\*tickets)[i].getUserCode() == client.getClientCode())

{

(\*tickets)[i].Show();

cout << endl;

}

}

Ticket::headerLine();

break;

}

}

cout << endl;

system("pause");

writeOrder();

} while (vybor != 0);

}

inline void InterfaceClient::loadTicket()

{

char filename[30] = "tickets.txt";

File<Ticket> f(filename);

Ticket t;

while (1) {

f.ReadData(t);

if (f.REndFile())

break;

tickets->enqueue(t);

}

}

inline void InterfaceClient::loadOrder()

{

char filename[30] = "orders.txt";

}

inline void InterfaceClient::writeOrder()

{

char filename[30] = "orders.txt";

File<Order> f(filename);

while (orders->getSize()!=0)

{

Order t = orders->dequeue();

f.WriteData(t);

}

}

template<class T>

inline void InterfaceClient::makeOrder(Queue<T>\* q)

{

cout << "\_\_\_ Введите номер тура" << endl;

int k;

cin >> k;

k--;

Order r;

r.setClientCode(client.getClientCode());

r.setTourCode((\*q)[k].getTourCode());

orders->enqueue(r);

}

#pragma once

#include <iostream>

#include <iomanip>

using namespace std;

template<typename T>

struct Node

{

T data;

Node<T>\* next = NULL;

Node<T>\* prev = NULL;

};

template<typename T>

class Queue

{

private:

int Size;

Node<T>\* head;

Node<T>\* tail;

public:

Queue() : head(NULL), tail(NULL), Size(0) {}

~Queue();

Queue(const Queue<T>& obj);

void Delete(int index);

void show();

T& operator[](int index);

void enqueue(T data);

bool is\_Empty();

int getSize();

T dequeue();

void Clear();

};

template<typename T>

inline Queue<T>::~Queue()

{

Clear();

}

template<typename T>

inline Queue<T>::Queue(const Queue<T>& obj)

{

this->head = obj.head;

this->Size = obj.Size;

this->tail = obj.tail;

}

template<typename T>

inline void Queue<T>::Delete(int index)

{

Node<T>\* temp = head;

if (index < 0 || index > Size)

return;

if (index == 1)

{

if (!(head)) return;

Node<T>\* temp = head;

head = head->next;

if (head) head->prev = nullptr;

delete temp;

Size--;

return;

}

else if (index == Size)

{

dequeue();

return;

}

else

{

for (int i = 1; i < index; i++)

{

temp = temp->next;

}

temp->prev->next = temp->next;

temp->next->prev = temp->prev;

}

delete temp;

Size--;

}

template<typename T>

inline void Queue<T>::show()

{

Node<T>\* temp = head;

for (int i = 0; i < Size; i++) {

cout << setw(2) << i + 1;

temp->data.Show();

cout << endl;

temp = temp->next;

}

}

template<typename T>

inline T& Queue<T>::operator[](int index)

{

Node<T>\* curr = head;

if (index >= Size || index < 0)

return curr->data;

for (int i = 0; i < index; i++) {

curr = curr->next;

}

return curr->data;

}

template<typename T>

inline void Queue<T>::enqueue(T data)

{

if (Size == 0) {

head = new Node<T>;

head->prev = NULL;

head->next = NULL;

head->data = data;

tail = head;

Size++;

return;

}

Node<T>\* temp = new Node<T>;

temp->data = data;

temp->prev = nullptr;

temp->next = head;

head->prev = temp;

head = temp;

Size++;

}

template<typename T>

inline bool Queue<T>::is\_Empty()

{

return Size == 0;

}

template<typename T>

inline int Queue<T>::getSize()

{

return Size;

}

template<typename T>

inline T Queue<T>::dequeue()

{

if (!(tail)) return T();

T data = tail->data;

Node<T>\* temp = tail;

tail = tail->prev;

if (tail)

tail->next = nullptr;

delete temp;

Size--;

return data;

}

template<typename T>

inline void Queue<T>::Clear()

{

while (Size != 0) {

dequeue();

}

}

#pragma once

#include "Header.h"

template <class T>

class File

{

private:

fstream filestream;

char filename[30];

public:

File();

File(char\* filename);

~File() { filestream.close(); }

void WriteData(T& obj);

void ReadData(T& obj);

bool REndFile();

void OpenEnd(char\* filename);

void closeFile();

};

template<class T>

inline void File<T>::WriteData(T& obj)

{

filestream << obj;

}

template<class T>

inline void File<T>::ReadData(T& obj)

{

filestream >> obj;

}

template<class T>

inline bool File<T>::REndFile()

{

if (filestream.eof())

return true;

else

return false;

}

template<class T>

inline void File<T>::OpenEnd(char\* filename)

{

strcpy\_s(this->filename, filename);

filestream.open(this->filename, ios::app);

if (!filestream.is\_open())

{

cout << "\_\_\_ Ошибка открытие файла" << endl;

return;

}

}

template<class T>

inline void File<T>::closeFile()

{

filestream.close();

}

template<class T>

inline File<T>::File() { }

template<class T>

inline File<T>::File(char\* f)

{

strcpy\_s(this->filename, f);

filestream.open(f, ios::in | ios::out);

if (!filestream.is\_open())

{

cout << "\_\_\_ Ошибка открытие файла" << endl;

return;

}

}