#include *<iostream>*

#include *<fstream>*

#include *<string>*

#include *<vector>*

using namespace std;

class Review {

public:

void SetUserName(string revUserName) {

userName = revUserName;

}

void SetRating(int revRating) {

rating = revRating;

}

string GetUserName() const { return userName; }

int GetRating() const { return rating; }

private:

string userName = "NoName";

int rating = -1;

};

void ReadReviews(string& restaurantName, vector<Review>& reviewList) {

ifstream inFS; *// Input file stream*

string userName;

int userRating;

Review currentReview;

*// Open file*

inFS.open("Trattoria\_Reviews.txt");

if (!inFS.is\_open()) {

cout << "Could not open file Trattoria\_Reviews.txt."<< endl;

return;

}

getline(inFS, restaurantName);

while (!inFS.eof()) {

inFS >> userName;

inFS >> userRating;

if (!inFS.fail()) {

currentReview.SetUserName(userName);

currentReview.SetRating(userRating);

reviewList.push\_back(currentReview);

}

}

*// Close file when done reading*

inFS.close();

}

double CalcAvgRating(const vector<Review>& reviewList) {

int i;

double ratingAvg = 0;

for(i = 0; i < reviewList.size(); ++i) {

ratingAvg += reviewList.at(i).GetRating();

}

return ratingAvg /= reviewList.size();

}

void DisplayReviews(const string& restaurantName,

const vector<Review>& reviewList,

const double ratingAvg) {

int i;

cout << endl << restaurantName << endl;

cout << "Average rating: " << ratingAvg << endl;

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

for(i = 0; i < reviewList.size(); ++i) {

cout << "User name: " << reviewList.at(i).GetUserName() << endl;

cout << " Rating: " << reviewList.at(i).GetRating() << endl;

cout << endl;

}

}

int main() {

double ratingAvg;

vector<Review> reviewList;

string restaurantName;

*// Reads restaurant name and reviews from input file at program start*

ReadReviews(restaurantName, reviewList);

ratingAvg = CalcAvgRating(reviewList);

DisplayReviews(restaurantName, reviewList, ratingAvg);

return 0;

}