## Olympic Calendar Scheduling System

### 1. VenueManager Class

* **Purpose**: Manages all venues for Olympic events.
* **Attributes**:
  + no\_of\_venues: Number of venues managed.
  + venues\_list[100]: Array of pointers to Venue objects (up to 100 venues).
* **Key Methods**:
  + addVenue(): Adds a new venue.
  + delVenue(): Removes an existing venue.
  + showVenues(): Displays all managed venues.
  + addEvent(): Schedules an event at a specified venue.
  + delEvent(): Removes an event from a specified venue.
  + showEvents(): Displays all events at a venue on a specific date.
  + showCalendar(): Shows the full event calendar for a venue.

### 2. Venue Class

* **Purpose**: Represents a venue where events are held.
* **Attributes**:
  + name: Name of the venue.
  + location: Location of the venue.
  + capacity: Seating capacity of the venue.
  + calendar[31]: Array of Day objects, representing a calendar for events across 31 days.
* **Key Methods**:
  + display(): Shows the venue’s details.
  + showCalendar(): Displays the venue’s event calendar.

### 3. Day Class

* **Purpose**: Manages events scheduled on a specific day.
* **Attributes**:
  + no\_of\_events: Number of events on the day.
  + events\_list[24]: Array of Event objects (up to 24 events per day).
* **Key Methods**:
  + addEvent(): Adds a new event to the day.
  + delEvent(): Removes an event from the day.
  + showEvents(): Displays all events scheduled on the day.

### 4. Event Class

* **Purpose**: Represents an individual event.
* **Attributes**:
  + name: Name of the event.
  + start\_time: Start time of the event.
  + end\_time: End time of the event.
* **Key Methods**:
  + display(): Shows event details.

