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Assignment no. 9

A) Implement a restaurant waitlist system using the queue data structure. Restaurant waitlist provide following facility:

```
a. Add Party to Waitlist
b. Seat Party
c. Display Waitlist
#include <iostream>
#include <queue>
#include <string>
class Party {
public:
  std::string name;
  int size;
  Party(std::string partyName, int partySize) : name(partyName), size(partySize) {}
  void display() const {
    std::cout << name << " (Party Size: " << size << ")" << std::endl;
  }
};
class Waitlist {
private:
  std::queue<Party> queue;
public:
  void addParty(const std::string& name, int size) {
    Party newParty(name, size);
    queue.push(newParty);
    std::cout << "Added " << name << " to the waitlist." << std::endl;
```

```
void seatParty() {
    if (!queue.empty()) {
       Party seatedParty = queue.front();
       queue.pop();
       std::cout << "Seated " << seatedParty.name << "." << std::endl;
    } else {
       std::cout << "No parties on the waitlist." << std::endl;
    }
  }
  void displayWaitlist() const {
    if (queue.empty()) {
       std::cout << "The waitlist is currently empty." << std::endl;
    } else {
       std::cout << "Current Waitlist:" << std::endl;
       std::queue<Party> tempQueue = queue; // Copy the queue to display without
modifying
       int index = 1;
       while (!tempQueue.empty()) {
         tempQueue.front().display();
         tempQueue.pop();
         index++;
      }
    }
};
int main() {
  Waitlist waitlist:
  waitlist.addParty("Smith", 4);
  waitlist.addParty("Johnson", 2);
  waitlist.addParty("Williams", 5);
  waitlist.displayWaitlist();
  waitlist.seatParty();
  waitlist.displayWaitlist();
```

```
return 0;
```

OUTPUT:

Added Smith to the waitlist.

Added Johnson to the waitlist.

Added Williams to the waitlist.

Current Waitlist:

Smith (Party Size: 4)

Johnson (Party Size: 2)

Williams (Party Size: 5)

Seated Smith.
Current Waitlist:

Johnson (Party Size: 2)

Williams (Party Size: 5)

```
main.cpp
 1 #include <iostream>
 2 #include <queue>
3 #include <string>
4 - class Party {
 5 public:
      std::string name;
       int size;
 8 Party(std::string partyName, int partySize) : name(partyName), size(partySize) {}
 9 - void display() const {
         std::cout << name << " (Party Size: " << size << ")" << std::endl;
10
11
12 };
13 - class Waitlist {
14 private:
15
       std::queue<Party> queue;
16 public:
17 -
      void addParty(const std::string& name, int size) {
18
        Party newParty(name, size);
19
           queue.push(newParty);
     }
20
          std::cout << "Added " << name << " to the waitlist." << std::endl;
21
22 · void seatParty() {
23 -
         if (!queue.empty()) {
24
              Party seatedParty = queue.front();
25
              queue.pop();
26
              std::cout << "Seated " << seatedParty.name << "." << std::endl;
27 +
          } else {
28
             std::cout << "No parties on the waitlist." << std::endl;
29
30
31 - void displayWaitlist() const {
32 -
       if (queue.empty()) {
              std::cout << "The waitlist is currently empty." << std::endl;
33
34 *
         } else {
          std::cout << "Current Waitlist:" << std::endl;
35
              std::queue<Party> tempQueue = queue; // Copy the queue to display without modifying
36
37
           int index = 1;
38 -
              while (!tempQueue.empty()) {
39
                 tempQueue.front().display();
40
                 tempQueue.pop();
41
                  index++:
42
43
44
45 };
46 - int main() {
47
      Waitlist waitlist:
       waitlist.addParty("Smith", 4);
48
49
       waitlist.addParty("Johnson", 2);
      waitlist.addParty("Williams", 5);
50
51
      waitlist.displayWaitlist();
52
      waitlist.seatPartv():
53
        waitlist.displayWaitlist();
54 return 0;
55 }
```

Output

```
/tmp/hKGp38na83.o
Added Smith to the waitlist.
Added Johnson to the waitlist.
Added Williams to the waitlist.
Current Waitlist:
Smith (Party Size: 4)
Johnson (Party Size: 2)
Williams (Party Size: 5)
Seated Smith.
Current Waitlist:
Johnson (Party Size: 2)
Williams (Party Size: 5)
=== Code Execution Successful ===
```