System w urzędzie pocztowym

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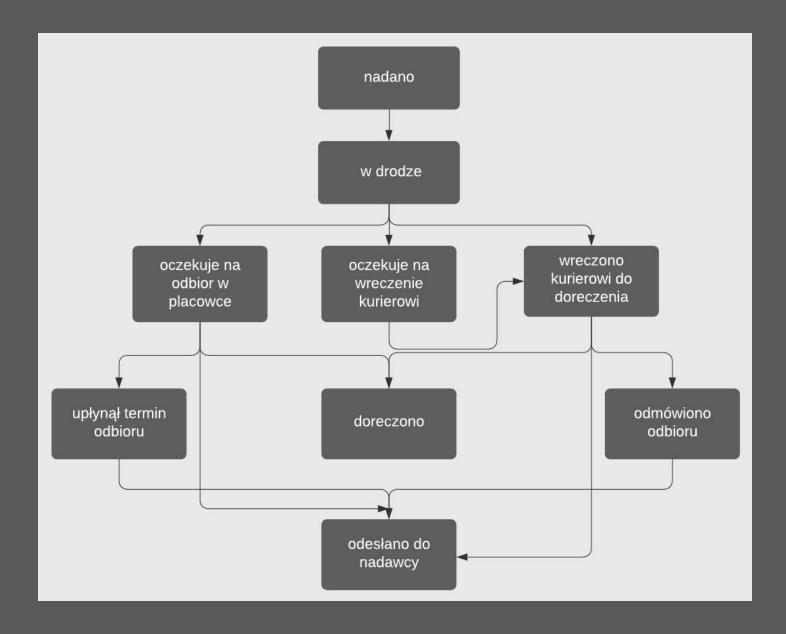
Ogólny opis programu

- System w urzędzie pocztowym, przeznaczony do użytku przez pracownika filii poczty;
- Program okienkowy zaprojektowany w technologii Qt;
- Funkcje programu:
 - nadanie przesyłki;
 - wyznaczenie ceny przesyłki w zależności od rodzaju;
 - przeglądanie baz danych: baza lokalna i główna;
 - szukanie rekordów w bazach po numerze telefonu odbiorcy/nadawcy i numerze przesyłki;
 - zmiana statusów przesyłek.

Założenia

- Przesyłka ze statusem "odebrano" zostaje usunięta na stałe z bazy danych po 7 dniach od terminu odbioru;
- Przesyłce ze statusem "oczekuje na odbiór w placówce" po przekroczeniu terminu na odebranie przesyłki, status zostaje zmieniony na "upłynął termin odbioru";
- Użytkownik nie może dowolnie zmieniać statusów;
- Cena przesyłki ustalana jest tylko przy nadawaniu, nie jest zapisywana do bazy;
- Program obsługuje pliki .txt i .csv.

Statusy przesyłek



template<typename T> class List

- Node<T>* head:
- · unsigned counter;
- List():
- Node<T>* addFront(Node<T>*);
- Node<T>* deleteElement(Node<T>*);
- int size();
- Node<T>* getHead();
- Node <T>* getElement(std::string);
- Node <T>* getElement(T&);
- T pop();
- void increase counter();
- T& getData(Node<T>*);
- ~List();

template<typename T> class Node

- Node* next, *prev;
- T data:
- Node(T);
- Node(Node&);
- Node(T, Node<T>*, Node<T>*);
- T& getCurrentData():
- Node* getCurrent();
- Node& operator=(const Node&);
- bool operator==(const std::string&);
- ~Node():

class Shipment

- Person* recipient;
- Person* sender:
- Date* postDate;
- Date* dateOfReceipt;
- Date* finalDateOfReceiptAtTheFacility:
- bool isReceived:
- std::string status:
- unsigned int ID;
- Shipment();
- Shipment(Person*, Person*, Date*, Date*, Date*, std::string, bool);
- std::string getStringID ();
- static std::string intlDtoString (int);
- static int stringIDtoInt(std::string);
- virtual ~Shipment();

class Letter

- LetterType* type;
- Letter(Person*, Person*, Date*, Date*, Date*, std::string, bool, LetterType*);
- Letter(LetterType *);
- Letter (Letter& other) {*this = other;};
- Letter();
- Letter & operator=(const Letter &);
- ~Letter();

class Parcel

- ParcelType* type;
- Letter(Person*, Person*, Date*, Date*, Date*, std::string, bool, LetterType*);
- Letter(LetterType *):
- Letter (Letter& other) {*this = other;};
- Letter();
- Letter & operator=(const Letter &);
- ~Letter();

class Address

- std::string city:
- std::string postCode;
- std::string street;
- std::string houseNumber:
- std::string country;
- · Letter(Person*, Person*, Date*, Date*, Date*, std::string, bool, LetterType*);
- Letter(LetterType *);
- Letter (Letter& other) {*this = other;};
- Letter():
- Letter & operator=(const Letter &);
- ~Letter():



class Person

- std::string name;
- std::string phoneNumber;
- · Letter(Person*, Person*, Date*, Date*, Date*, std::string, bool, LetterType*);
- Letter(LetterType *);
- Letter (Letter& other) {*this = other;};
- Letter();
- Letter & operator=(const Letter &);
- -Letter():

class Date

- short unsigned int day;
- short unsigned int month;
- short unsigned int year:
- Date(std::string);
- Date(Date& other);
- Date(Date*);
- Date():
- static Date* getCurrentDate();
- bool checkString(std::string);
- std::string dateToString();
- int operator- (const Date&) const:
- Date operator+ (const int&) const:
- Date& operator=(const Date&);
- bool operator==(const Date&);

class ShipmentType

- bool isPriority;
- char size:
- float price:
- std::string country;
- ShipmentType ();
- ShipmentType(bool, char, float = 0);
- ShipmentType(bool, char, std::string = "PL");
- virtual void display()=0;
- inline bool getIsPriority();
- inline char getSize();

class ParcelType

- · bool isRegistered;
- LetterType();
- LetterType(LetterType& other);
- LetterType(bool, char, bool, std::string = "PL");

class LetterType

- inline bool getIsRegistered();
- void display() {};
- bool operator==(const LetterType&);
- LetterType & operator=(const LetterType &);

- int maxWeight; int minWeight;
- ParcelType();
- ParcelType(ParcelType& other); ParcelType(bool, char, int, int, std::string = "PL");
- inline int getMaxWeight();
- inline int getMinWeight();
- void display() {}:
- bool operator==(const ParcelType&);
- ParcelType& operator=(const ParcelType&);

class Database

- List<Letter>* letters;
- List<Parcel>* parcels:
- std::string filename;
- static int lastID;
- Database(std::string);
- void writeFile();
- void readFile(std::string);
- bool isUpToDate(Date*);
- void addNewRecord(Letter*);
- void addNewRecord(Parcel*):
- List<Letter>* getLetters() {return letters;};
- static int getLastID() {return lastID;};
- void findShipment(std::string&);
- ~Database();



- List<ParcelType> parcelTypes;
- List<LetterType> letterTypes;
- void readFileLetterPrices();
- void readFileParcelPrices();
- ShipmentPrices();
- float getShipmentPrice(ShipmentType*);
- QString returnProperPrice(float);
- const List<ParcelType>* getParcelTypes () {return &parcelTypes; };
- const List<LetterType>* getLetterTypes() {return &letterTypes; };

class Shipment Status

- std::string status;
- std::vector<int> availableStatuses:
- ShipmentStatus(std::string&,int id, std::vector<int>&);
- inline std::string getStatus() {;
- inline int getId(){return id;};
- inline std::vector<int>& getAvailableStatuses();

class ShipmentStatusManager

- std::map <int, ShipmentStatus*> statuses;
- std::string changeStatus();
- ShipmentStatus* findStatus(int);
- std::vector<std::string> returnAvailableStatuses (ShipmentStatus&);

class Validator

- std::map<dataInfo.std::string> patterns:
- std::map<std::string, std::string> postCodePatterns;
- Validator();
- bool validate(const std::string,const dataInfo& dataType);
- bool validate(std::string, std::string);
- void readFileValidator();
- void readFileValidatorPostCode();

enum dataInfo

- street.
- city,
- houseNumber.
- name,
- postCode.
- phoneNumber

class MainWindow

- MainWidget* mainMenu:
- ShipmentFormWidget* shipmentForm;
- LocalDatabaseWidget* localDatabase;
- MainDatabaseWidget* mainDatabase;
- ShipmentPrices* shipmentPricesManager;
- void lackOfDataDialog pop();
- void invalidDataDialog pop();
- void closeEvent (QCloseEvent*);
- std::vector<QComboBox*> setFormComboBoxes();
- void clearComboBoxes();
- void on_pushButtonGoBack_Page2_clicked();
- void clearForm():
- void getFormData(std::map<dataInfo, std::string> &, std::map<dataInfo, std::string>&
- void checkInvalidData(std::pair<std::vector<dataInfo>*, std::vector<dataInfo>*>*);

class MainWidget

- · Database* localDatabase;
- · Database* mainDatabase;
- · MainWidget();

class LocalDatabaseWidget

- void loadTable(List<Letter>*, List<Parcel>*, QTableWidget *&);

class ShipmentFormWidget

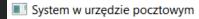
- Shipment* currentShipment;
- ShipmentFormWidget();
- ShipmentType* saveComboBoxInfo(std::string , std::string , std::string , std::string , std::string , std::string);
- void loadDataToComboBoxes (std::vector<QComboBox*>, std::string);
- std::pair<std::vector<dataInfo>*, std::vector<dataInfo>*>* processFormData(std::map<dataInfo, std::string> &, std::map<dataInfo, std::string> &);
- std::vector<dataInfo>* validatePersonalData(std::map<dataInfo, std::string> &);
- void insertRecord(std::map<dataInfo, std::string>&, std::map<dataInfo, std::string>&);
- ~ShipmentFormWidget();

void adjustTable(QTableWidget *&);

class MainDatabaseWidget

 void loadMainDatabaseTable(List<Letter>*, List<Parcel>*, QTableWidget *&);

Aktualny stan projektu



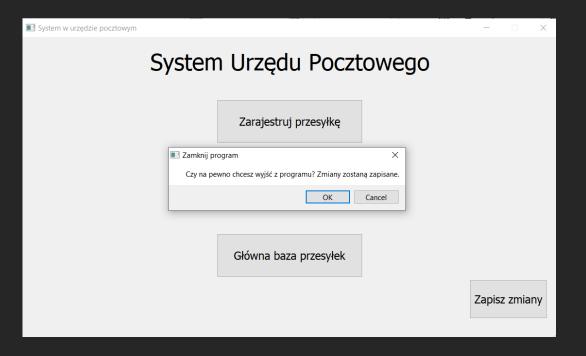
System Urzędu Pocztowego

Zarajestruj przesyłkę

Lokalna baza przesyłek

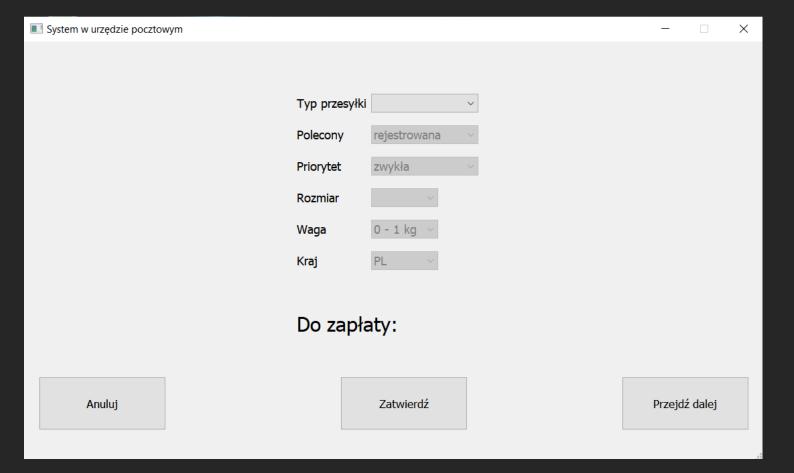
Główna baza przesyłek

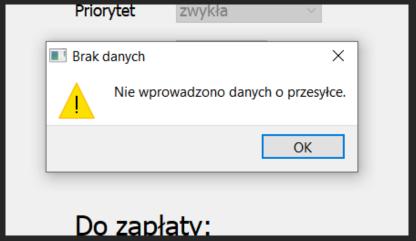
Zapisz zmiany

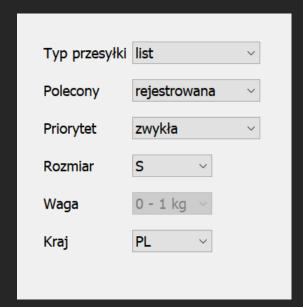


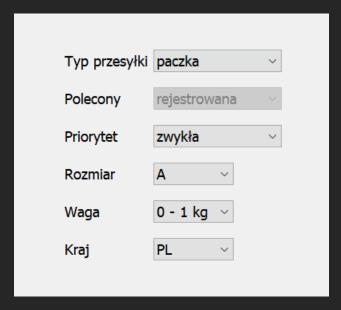
```
void MainWindow::closeEvent (QCloseEvent *event)
{
    QMessageBox msgBox;
    msgBox.setWindowTitle("Zamknij program");
    msgBox.setText("Czy na pewno chcesz wyjść z programu? Zmiany zostaną zapisane.");
    msgBox.setStandardButtons(QMessageBox::Ok| QMessageBox::Cancel);
    int ret = msgBox.exec();

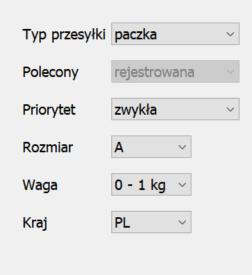
    if(ret==QMessageBox::Ok)
    {
        saveDatabase();
        event->accept();
        exit(1);
    }
    if(ret==QMessageBox::Cancel)
    {
        event->ignore();
    }
}
```











Do zapłaty: 13.00 zł

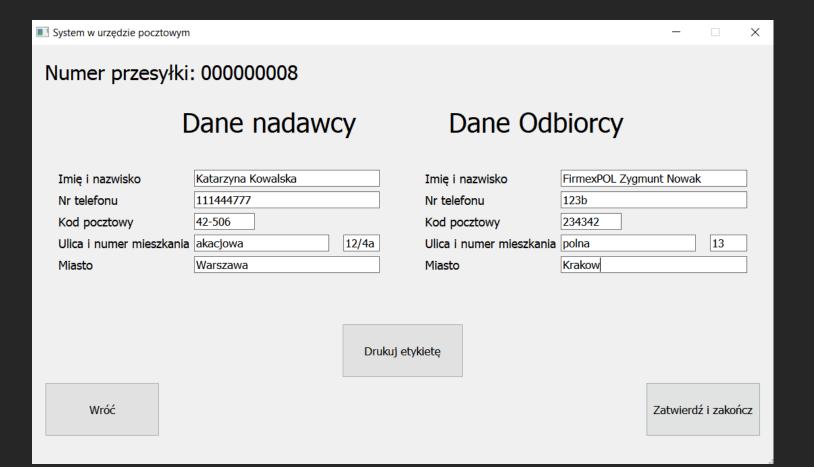
Zatwierdź

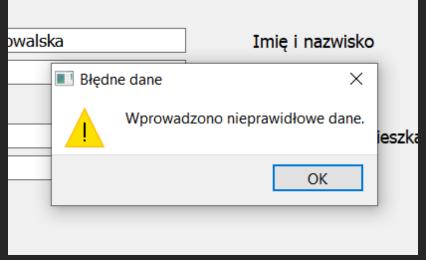
```
class ShipmentPrices
{
    List<ParcelType> parcelTypes;
    List<LetterType> letterTypes;

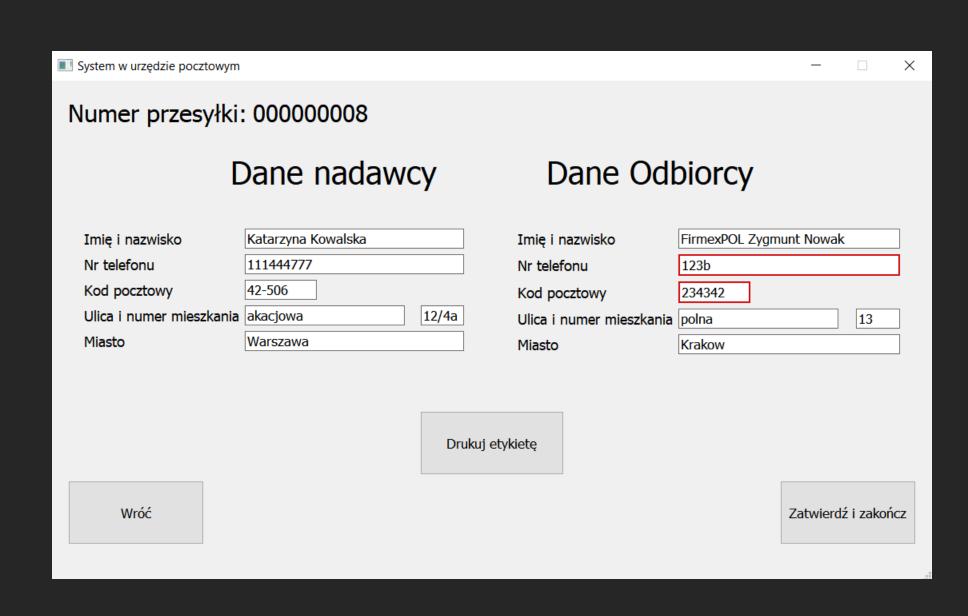
    void readFileLetterPrices();
    void readFileParcelPrices();

public:
    ShipmentPrices();
    float getShipmentPrice(ShipmentType*);
    QString returnProperPrice(float);
    const List<ParcelType>* getParcelTypes() {return &parcelTypes; };
    const List<LetterType>* getLetterTypes() {return &letterTypes; };
};
```

```
float ShipmentPrices::getShipmentPrice(ShipmentType* type)
    if(typeid(*type).name()==typeid (ParcelType).name())
      auto parcelType= dynamic_cast<ParcelType*>(type);
      auto found = parcelTypes.getElement(*parcelType);
       return found->getCurrentData().getPrice();
     else if (typeid(*type).name()==typeid (LetterType).name())
        auto letterType= dynamic_cast<LetterType*>(type);
        auto found = letterTypes.getElement(*letterType);
        return found->getCurrentData().getPrice();
   return 0;
```

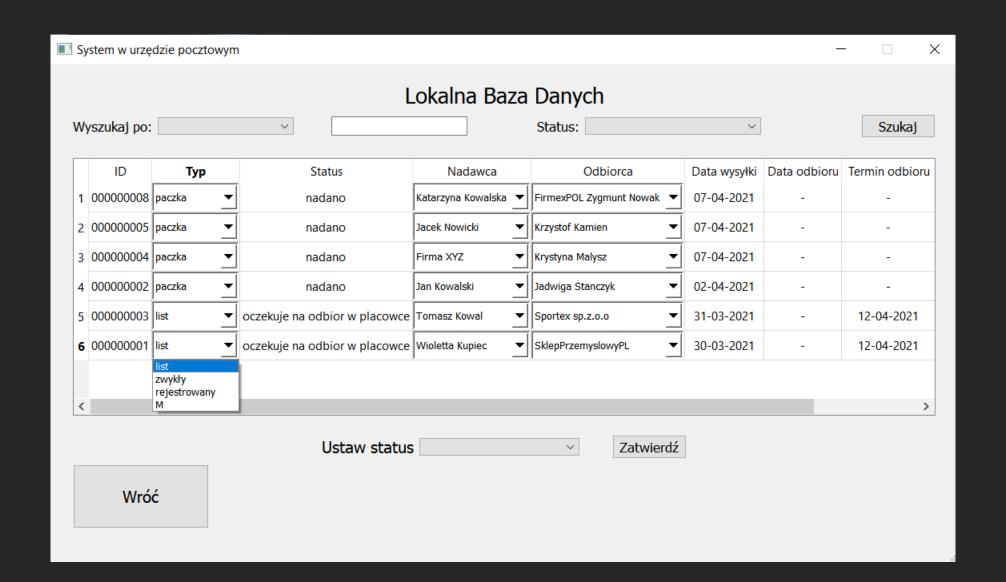


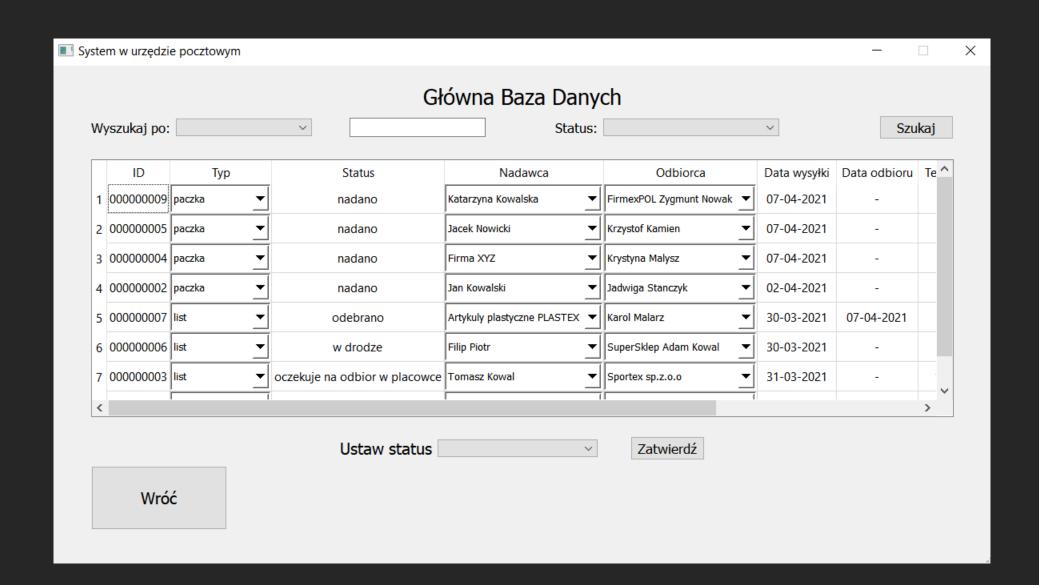




System w urzędzie pocztowym Dodano przesyłkę o numerze: 000000008 Zakończ

```
std::pair<std::vector<dataInfo>*, std::vector<dataInfo>*>* ShipmentFormWidget::processFormData(std::map<dataInfo, std::string> & sender,
                                                                                        std::map<dataInfo, std::string> & recipient)
   auto senderInvalid = validatePersonalData(sender);
   auto recipientInvalid = validatePersonalData(recipient);
   std::pair <std::vector<dataInfo>*, std::vector<dataInfo>*> * result = new std::pair <std::vector<dataInfo>*, std::vector<dataInfo>*;
   *result = std::make_pair(senderInvalid, recipientInvalid);
   return result;
std::vector<dataInfo>* ShipmentFormWidget::validatePersonalData(std::map<dataInfo, std::string> & person)
    //wykorzystanie iteratorów i kontenerów
    std::vector<dataInfo>* invalidData = new std::vector<dataInfo>;
    std::back_insert_iterator<std::vector<dataInfo>> insert(*invalidData);
    for (std::map<dataInfo, std::string>::iterator it=person.begin(); it != person.end(); ++it)
         if(!validate(it->second,it->first))
             insert =it->first;
    return invalidData;
```





Czego się nauczyłam

- Środowisko Qt, tworzenie interfejsu graficznego;
- Wykorzystanie w praktyce zagadnień z laboratorium w szczególności kontenery, iteratory;
- Poznanie lepszego sposobu na walidację danych;
- Pliki .csv.

Wykorzystane zagadnienia z laboratorium

1. RTTI

```
if(typeid (*currentShipment).name() == typeid(Letter).name())
{
    localDatabase->addNewRecord(dynamic_cast<Letter*>(currentShipment));
    localDatabase->addNewRecord(dynamic_cast<Letter*>(currentShipment));
}
else if(typeid (*currentShipment).name() == typeid(Parcel).name())
{
    localDatabase->addNewRecord(dynamic_cast<Parcel*>(currentShipment));
    localDatabase->decrementLastID();
    mainDatabase->addNewRecord(dynamic_cast<Parcel*>(currentShipment));
}
```

2. i 3. Kontenery, Iteratory i Algorytmy STL

```
class ShipmentStatusManager
{
    std::map <int, ShipmentStatus*> statuses;
```

```
ShipmentStatus* ShipmentStatusManager::findStatus(int id)
   auto found = statuses.find(id);
   return found->second;
std::vector<std::string> ShipmentStatusManager::returnAvailableStatuses(ShipmentStatus& _status)
   auto vec = _status.getAvailableStatuses();
    std::vector<int>::iterator itVec = vec.begin();
    std::vector<std::string> result;
        result.push_back(findStatus(*itVec)->getStatus());
        itVec++;
       while(itVec!=vec.end());
    return result;
```

4. Szablony

```
template<typename T>
class Node
    Node* next, *prev;
    T data;
public:
    Node(T);
    Node (Node&);
    Node(T, Node<T>*, Node<T>*);
    void display();
    void setNext(Node*);
    Node * getNext();
    void setPrev(Node*);
    Node* getPrev();
    T& getCurrentData();
    Node* getCurrent();
    Node& operator=(const Node&);
    bool operator==(const std::string&);
    ~Node();
```

```
template<typename T>
class List
    Node<T>* head;
    unsigned counter;
public:
    List();
    Node<T>* addFront(Node<T>*);
    Node<T>* deleteElement(Node<T>*);
    void displayList();
    int size();
    Node<T>* getHead();
    Node <T>* getElement(std::string);
    Node <T>* getElement(T&);
    T pop();
    void setCounter(int);
    void increase_counter();
    T& getData(Node<T>*);
    ~List();
};
```

5. Wyrażenia regularne

```
class Validator
{
    std::map<dataInfo,std::string> patterns;
    std::map<std::string, std::string> postCodePatterns;
public:
    Validator();
    bool validate(const std::string,const dataInfo& dataType);
    bool validate(std::string, std::string);
    void readFileValidator();
    void readFileValidatorPostCode();
};
```

```
bool Validator::validate(const std::string _data, const dataInfo& dataType)
{
    if(!patterns.empty())
    {
        auto pattern = patterns.find(dataType);
        std::regex reg(pattern->second);
        std::smatch result;

    return std::regex_match(_data, result, reg);
    } else
        return true;
}
```

Dalsze prace

- Dodanie przesyłek zagranicznych;
- Dodanie wyszukiwania danych po numerach telefonu, numerze przesyłki, statusie;
- Dokończenie implementacji zmiany statusu;
- Drukowanie etykiety;
- Refaktoryzacja kodu.

Dziękuję za uwagę!