C++ Project - Listing Agency Management System

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File(s): data.txt, favorites.txt

Project Purpose:

This project simulates a simple real estate listing agency. It allows adding, editing, deleting, viewing, sorting, and managing favorite listings. It is split into two executables: user1 and user2, each handling a different part of the functionality.

Files Used:

- data.txt: stores all real estate listings in CSV format.

- favorites.txt: stores favorite listings marked by the user.

CSV Format:

<title>,<price>,<description>,<size>,<rooms>,<bathrooms>,<hasParking>

Example:

CozyHome,95000,Quiet area,80.0,3,1,1

Executable: user1 - Listing Management (Alex Marusteri)

1. Add new listing:

./user1 1 data.txt <title> <price> <description> <size> <rooms> <baths> <hasParking>

2. View all listings:

./user1 2 data.txt

3. Delete listing by title:

./user1 3 data.txt <title>

4. Sort and display listings by price:

./user1 4 data.txt

 Executable: user2 - Listing Interaction (Orlando Dragu)

5. View listing details:

./user2 5 data.txt <index>

6. Add to favorites:

./user2 6 data.txt <index>

7. Purchase (remove) listing:

./user2 7 data.txt <index>

8. View favorites:

./user2 8 data.txt

9. Edit listing by index:

./user2 9 data.txt <index> <title> <price> <description> <size> <rooms> <baths> <hasParking>

 Classes Used:

1. Class Listing:

- Attributes: title, price, description, size, rooms, bathrooms, hasParking

- Methods: toCSV(), fromCSV(), print()

2. Class ListingManager:

- Attributes: path, favoritesPath

-   Methods: addListing(),   readListings(),   writeListings(),   displayListings(),   viewDetails(),

addToFavorites(), purchaseListing(), deleteByTitle(), editListing(), displaySortedByPrice()