Washing Machine Simulation in C++

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Project Overview

Objective:

- Simulate basic washing machine operations.
- Implement Object-Oriented Programming (OOP) concepts.

Key Functions:

- Wash, rinse, spin cycles.
- Console-based user interaction.

Tools & Concepts

Programming Language:

- C++

Key Concepts:

- OOP (classes, inheritance, encapsulation)
- Input validation and error handling
- Real-time cycle simulation (timers)

Methodology

Class Structure:

- Washing machine class with attributes like water level, mode, timer.

Cycle Control:

- Manage washing, rinsing, spinning stages.

Error Handling:

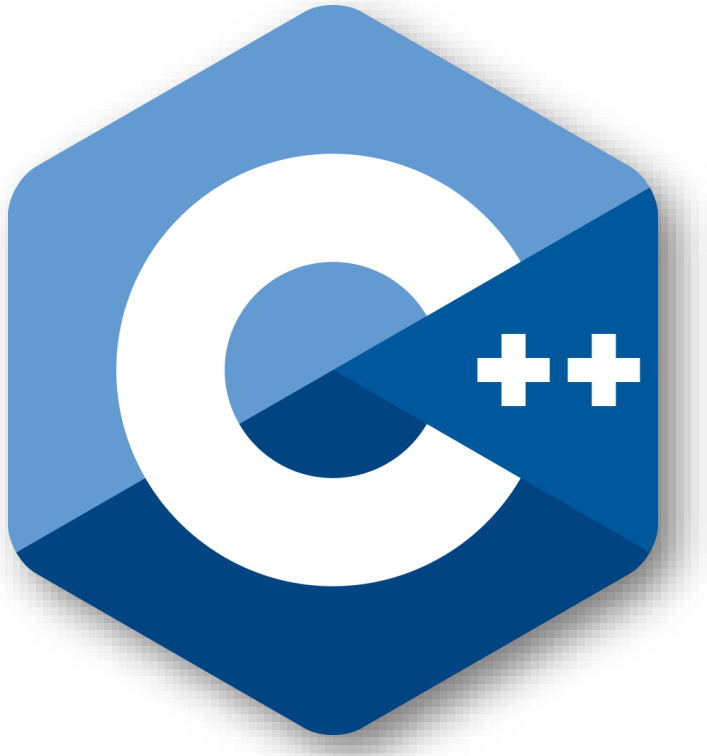
- Ensure robust input validation.

Results

- **Simulation Achievements:**
  - Functional washing machine model.
  - Successful user interaction via the console.
  - Real-time simulation of operations.

Conclusion

- **Learnings:**
  - OOP implementation in C++.
  - Simulating real-world systems in software.
- **Future Scope:**
  - Expand features (drying, smart controls).



Thank you !!