

Hotel room booking program

Hotel.h

In my hotel room booking program I declare two struct for Room and Reservation. In Room struct I declare Room related variables. And in Reservation struct I declare Reservation related variables. Also I declare all subfunctions.

Hotel.cpp

In this file I wrote execution statements.

In (searchReservationByNumber) method I take parameters (int number, stack<Reservation> reservationList). This function use for finding reservation by reservation number.

In (searchReservationByName) method I take parameters (string name, stack<Reservation> reservationList). This function use for finding reservation by reserver name.

In (getTotalBill) method I take parameters(double RoomPrice, int NoOfNights). In this function I apply discount to find total bill price.

In (generateNumber) method I take parameters (int max_num, int min_num). This function use for creating random number.

In (getReservationName) I input reserverName(full name).

In (userDisplay) method I take parameters (Room * roomList, stack<Reservation>& reservationList). In this function I take input for roomNumber(between 1-300) and NumOfNights. Then I check room availability. I create new reservation (room available) and push new reservation in reservationList. Finally I print Invoice.

Main.cpp

1-150 for single rooms.

151-300 for double rooms.

However in 40-80 (even number) half of the rooms are single and half of the rooms are double.

In main function , I use while loop with switch case. I use switch case so that user can choose, does he want to make new reservation or want to search booking by reservation No Or want to search booking by ReserverName.