namespace HotelOOP

{

class Hotel

{

private Dictionary<int, Room> rooms = new Dictionary<int, Room>();

//Attributes

//Methods

//Constructor

public Hotel()

{

for(int i = 1; i <=40; i++)

{

rooms.Add(i, new Room());

}

}

public void ReportOnRooms()

{

}

public void BookRoom(int roomnum, string custName)

{

rooms[roomnum].OccupyRoom(custName);

}

public void VacateRoom()

{

}

public void CountCustomers()

{

}

public void ShowIncome()

{

}

}

}

namespace HotelOOP

{

class Customer

{

//Attributes

private string customerName;

//Methods

public Customer(string custName)

{

customerName = custName;

}

public string GetName()

{

return customerName;

}

}

}

namespace HotelOOP

{

public partial class TheEagleHotel : Form

{

public TheEagleHotel()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

Hotel hotel = new Hotel();

//Attributes

//Methods

private void btnBooking\_Click(object sender, EventArgs e)

{

}

private void btnBooking\_Click\_1(object sender, EventArgs e)

{

//input cust name

string custName = txtCustomerName.Text;

//input room number

int roomNumber = int.Parse(txtRoomNumber.Text);

//call hotel BookRoom method

hotel.BookRoom(roomNumber, custName);

//make vacate visible

grpOptions.Visible = true;

}

private void btnVacate\_Click(object sender, EventArgs e)

{

//Clearing the customer name

string custName = "";

}

}

}

namespace HotelOOP

{

class Room

{

//Attributes

private int roomNumber;

private bool roomStatus;

private Customer customer;

//Methods

//Constructor

public Room()

{

roomNumber = 1;

roomStatus = false;

}

public int GetRoomNumber()

{

return roomNumber;

}

public bool IsOccupied()

{

return roomStatus;

}

public void OccupyRoom(string customerName)

{

roomStatus = true;

//Creating a customer object

customer = new Customer(customerName);

}

public void Vacate()

{

}

}

}