Pizzeria

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Chapter 1

Pizzeria: Semestral Project (OOP)

1. Over 7 classes, each one of them is in cpp/h file
2. **Pizzeria** (p. 29) class is created and used in main()
3. Implemented in **Pizzeria** (p. 29), **Menu** (p. 18), **Order** (p. 24), Employees
4. Overloaded constructor in pizzeria
5. Static is used in **Order** (p. 24), **Pizza** (p. 26), **Drink** (p. 12)
6. **AbstractEmployee** (p. 7), **Employee** (p. 13), **Cook** (p. 7), **Delivery** (p. 10)
7. EployeeInfo() in all employees
8. This one :)
9. Protected is used in **Pizza** (p. 26), **Menu** (p. 18), **Drink** (p. 12), **Employee** (p. 13)
10. **AbstractEmployee** (p. 7) is abstract class
11. POLYMORPHISM

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AbstractEmployee 7
Employee 13
Cook 7
Delivery 10
Customer 8
Drink 12
Menu 18
Order 24
Pizza 26
Pizzeria 29

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AbstractEmployee 7
Cook 7
Customer 8
Delivery 10
Drink 12
Employee 13
Menu 18
Order 24
Pizza 26
Pizzeria 29

Chapter 4

Class Documentation

4.1 AbstractEmployee Class Reference

Inheritance diagram for AbstractEmployee:

4.2 Cook Class Reference

Inheritance diagram for Cook:

Collaboration diagram for Cook:

Public Member Functions

- **Cook** (std::string nam, bool cook, bool drive)

  Cook *(*p. *7) class constructor.*
- ∼**Cook** ()

  Cook *(*p. *7) class constructor.*
- virtual void **EmployeeInfo** ()

  Bacis info about this cook.
- int **GetPizzasMade** ()

Additional Inherited Members

4.2.1 Member Function Documentation

4.2.1.1 EmployeeInfo()

```
void Cook::EmployeeInfo ( )  [virtual]
```

Bacis info about this cook.

Prints name, position and how many pizzas he made

Reimplemented from **Employee** (p. 15).

4.2.1.2 GetPizzasMade()

```
int Cook::GetPizzasMade ( )
```

Returns

Number of pizzas made by this employee

The documentation for this class was generated from the following files:

- Cook.h
- Cook.cpp

4.3 Customer Class Reference

Public Member Functions

- **Customer** (std::string nam, std::string addrs)
  Customer *(p. 8) class constructor.*
- ∼**Customer** ()
  Customer *(p. 8) class destructor.*
- int **GetCustID** ()
- std::string **GetCustAddress** ()
- std::string **GetCustName** ()
- int **GetOrdersCount** ()
- void **CreateOrder** ()
  Creation of new order.
- **Order** ∗ **GetOrder** (int index)

Static Public Attributes

- static int **overall_orders_count** = 0

4.3.1 Constructor & Destructor Documentation

4.3.1.1 Customer()

```
Customer::Customer (
            std::string nam,
            std::string addrs )
```

Customer (p. 8) class constructor.

Parameters

nam	Name of the customer
addrs	Adress of the customer

4.3.2 Member Function Documentation

4.3.2.1 GetCustAddress()

```
std::string Customer::GetCustAddress ( )
```

Returns

Customer (p. 8)'s adress

4.3.2.2 GetCustID()

```
int Customer::GetCustID ( )
```

Returns

Customer (p. 8)'s ID

4.3.2.3 GetCustName()

```
std::string Customer::GetCustName ( )
```

Returns

Customer (p. 8)'s name

4.3.2.4 GetOrder()

```
Order * Customer::GetOrder (
            int index )
```

Parameters

index	ID of the seeked order

Returns

Order (p. 24) with selected ID

4.3.2.5 GetOrdersCount()

```
int Customer::GetOrdersCount ( )
```

Returns

Customer (p. 8)'s orders count

The documentation for this class was generated from the following files:

- Customer.h
- Customer.cpp

4.4 Delivery Class Reference

Inheritance diagram for Delivery:

Collaboration diagram for Delivery:

Public Member Functions

- **Delivery** (std::string nam, bool cook, bool drive)
  Delivery *(*p. *10) class constructor.*
- ∼**Delivery** ()
  Delivery *(*p. *10) class destructor.*
- int **GetGasMoney** ()
- int **GetOrdersDelivered** ()
- virtual void **EmployeeInfo** ()
  Bacis info about this delivery guy.
- void **CalculateGasMoney** ()
  Calculate money spent on gas.

Additional Inherited Members

4.4.1 Member Function Documentation

4.4.1.1 CalculateGasMoney()

```
void Delivery::CalculateGasMoney ( )
```

Calculate money spent on gas.

Pizzeria (p. 29) gives 30czk for every order their employee delivere. So this is just (orders_delivered) $*$ 30.

4.4.1.2 EmployeeInfo()

```
void Delivery::EmployeeInfo ( )  [virtual]
```

Bacis info about this delivery guy.

Prints name, position, total orders delivered and money spent on gas

Reimplemented from **Employee** (p. 15).

4.4.1.3 GetGasMoney()

```
int Delivery::GetGasMoney ( )
```

Returns

Money spent on gas

4.4.1.4 GetOrdersDelivered()

```
int Delivery::GetOrdersDelivered ( )
```

Returns

Total orders delivered

The documentation for this class was generated from the following files:

- Delivery.h
- Delivery.cpp

4.5 Drink Class Reference

Public Member Functions

- **Drink** (std::string nam, int cost, int prof)

  Drink *(*p. *12) class constructor.*
- ∼**Drink** ()

  Drink *(*p. *12) class destructor.*
- void **SetDrinkID** (int id)

  Sets ID to selected drink.
- std::string **GetDrinkName** ()
- int **GetDrinkPrice** ()

  Returns price of the drink.
- int **GetDrinkProfit** ()

  Returns profit that pizzeria make on this exact drink.
- int **GetDrinkID** ()

  Returns ID of the drink.
- int **GetStaticID** ()

  Returns static ID of the drinks.

Protected Attributes

- std::string **drink_name**
- int **cost**
- int **profit**
- int **drink_ID**

Static Protected Attributes

- static int **static_drinkID** = 0

4.5.1 Constructor & Destructor Documentation

4.5.1.1 Drink()

```
Drink::Drink (
            std::string nam,
            int cost,
            int prof )
```

Drink (p. 12) class constructor.

Parameters

nam	Name of the drink
cost	Price of the drink
prof	Profit that pizzeria make every time they sell this product

4.5.2 Member Function Documentation

4.5.2.1 GetDrinkName()

```
std::string Drink::GetDrinkName ( )
```

Returns

Name of the drink

4.5.2.2 SetDrinkID()

```
void Drink::SetDrinkID (
            int id )
```

Sets ID to selected drink.

Parameters

id	New ID of the drink

The documentation for this class was generated from the following files:

- Drink.h
- Drink.cpp

4.6 Employee Class Reference

Inheritance diagram for Employee:

Collaboration diagram for Employee:

Public Member Functions

- **Employee** (std::string nam, bool cook, bool drive)
- ~**Employee** ()
- void **SetID** (int id)

  Sets the id of the employee.
- std::string **GetName** ()
- int **GetID** ()
- int **GetWorkedHours** ()
- int **GetWorkedYears** ()

- int **GetSalary** ()
- bool **CanCook** ()
- bool **CanDrive** ()
- virtual void **EmployeeInfo** ()

  Prints basic info about this exact employee.
- void **CalculateSalary** ()

  Calculates salary.
- bool **CanChangePosition** ()

Protected Attributes

- std::string **position**

4.6.1 Constructor & Destructor Documentation

4.6.1.1 Employee()

```
Employee::Employee (
            std::string nam,
            bool cook,
            bool drive )
```

Employee (p. 13) class constructor

Parameters

nam	Name of the employee
cook	Can this person cook?
drive	Can this person drive?

4.6.1.2 ~Employee()

```
Employee::~Employee ( )
```

Employee (p. 13) class destructor

4.6.2 Member Function Documentation

4.6.2.1 CalculateSalary()

```
void Employee::CalculateSalary ( )
```

Calculates salary.

This calculates salary based on years worked in this pizzeria

4.6.2.2 CanChangePosition()

```
bool Employee::CanChangePosition ( )
```

Return values

TRUE	If the person have abillity to change position
FALSE	If the person does not have an abilitty to change position

4.6.2.3 CanCook()

```
bool Employee::CanCook ( )
```

Return values

TRUE	if this person can cook
FALSE	if this persno cannot cook

4.6.2.4 CanDrive()

```
bool Employee::CanDrive ( )
```

Return values

TRUE	if this person can drive
FALSE	if this persno cannot drive

4.6.2.5 EmployeeInfo()

```
void Employee::EmployeeInfo ( )  [virtual]
```

Prints basic info about this exact employee.

This will print name and current position

Implements **AbstractEmployee** (p. **??**).

Reimplemented in **Delivery** (p. 11), and **Cook** (p. 7).

4.6.2.6 GetID()

```
int Employee::GetID ( )
```

Returns

ID of the employee

4.6.2.7 GetName()

```
std::string Employee::GetName ( )
```

Returns

Name of the employee

4.6.2.8 GetSalary()

```
int Employee::GetSalary ( )
```

Returns

Employee (p. 13)'s salary

4.6.2.9 GetWorkedHours()

```
int Employee::GetWorkedHours ( )
```

Returns

Amount of hours this employee have worked in this month

4.6.2.10 GetWorkedYears()

```
int Employee::GetWorkedYears ( )
```

Returns

Amount of years this employee have been working for this pizzeria

4.6.2.11 SetID()

```
void Employee::SetID (
            int id )
```

Sets the id of the employee.

Parameters

id	New ID of the employee

The documentation for this class was generated from the following files:

- Employee.h
- Employee.cpp

4.7 Menu Class Reference

Collaboration diagram for Menu:

Public Member Functions

- **Menu** ()

  Menu *(*p. *18) class constructor.*
- ∼**Menu** ()

  Menu *(*p. *18) class destructor.*
- void **AddDrink** (std::string nam, int cst, int prof)

  Adds drink into menu.
- void **AddPizza** (std::string nam, int cst, int prof)

  Adds pizza into menu.
- void **RemoveDrink** (int id)
- void **RemovePizza** (int id)
- **Drink** ∗ **GetDrink** (int id)
- **Pizza** ∗ **GetPizza** (int id)
- bool **DrinkExist** (int id)
- bool **PizzaExist** (int id)
- bool **SeekDrinkName** (std::string nam)
- bool **SeekPizzaName** (std::string nam)
- int **GetDrinksCount** ()
- int **GetPizzasCount** ()
- int **GetDrinkIndex** (int id)
- int **GetPizzaIndex** (int id)
- void **PrintWholeMenu** ()

  Prints the whole menu.
- void **DeletionDrinks** ()

  Starts the drink deletion spree.
- void **DeletionPizzas** ()

  Starts the pizza deletion spree Deletion process works until theres '-1' on the input.

Protected Attributes

- int **stuff_in_menu**
- int **drinks_count**
- int **pizzas_count**
- **Drink** ∗ **drinks** [DRI]
- **Pizza** ∗ **pizzas** [PIZ]

4.7.1 Member Function Documentation

4.7.1.1 AddDrink()

```
void Menu::AddDrink (
            std::string nam,
            int cst,
            int prof )
```

Adds drink into menu.

Checks if drink is already in the menu and also if the total drinks number is lower than possible. If conditions are met, then it adds this drink into menu.

Parameters

nam	Name of the drink
cst	Cost of the drink
prof	Profit pizzeria make on this drink

4.7.1.2 AddPizza()

```
void Menu::AddPizza (
            std::string nam,
            int cst,
            int prof )
```

Adds pizza into menu.

Checks if pizza is already in the menu and also if the total pizzas number is lower than possible. If conditions are met, then it adds this pizza into menu.

Parameters

nam	Name of the pizza
cst	Cost of the pizza
prof	Profit pizzeria make on this pizza

4.7.1.3 DeletionDrinks()

```
void Menu::DeletionDrinks ( )
```

Starts the drink deletion spree.

Deletion process works until theres '-1' on the input.

4.7.1.4 DrinkExist()

```
bool Menu::DrinkExist (
            int id )
```

Checks if the drink exists

Parameters

id	ID of the seeked drink

Return values

TRUE	if exists
FALSE	if do not exists

4.7.1.5 GetDrink()

```
Drink * Menu::GetDrink (
            int id )
```

Parameters

id	Id of the drink

Returns

Drink (p. 12) based on inputed ID

4.7.1.6 GetDrinkIndex()

```
int Menu::GetDrinkIndex (
            int id )
```

Parameters

id	ID of the seeked drink

Returns

Index (order) of this speciffic drink in the menu

4.7.1.7 GetDrinksCount()

```
int Menu::GetDrinksCount ( )
```

Returns

Total drinks count

4.7.1.8 GetPizza()

```
Pizza * Menu::GetPizza (
            int id )
```

Parameters

id	Id of the pizza

Returns

Pizza (p. 26) based on inputed ID

4.7.1.9 GetPizzaIndex()

```
int Menu::GetPizzaIndex (
            int id )
```

Parameters

id	ID of the seeked pizza

Returns

Index (order) of this speciffic pizza in the menu

4.7.1.10 GetPizzasCount()

```
int Menu::GetPizzasCount ( )
```

Returns

Total pizza count

4.7.1.11 PizzaExist()

```
bool Menu::PizzaExist (
            int id )
```

Checks if the drink exists

Parameters

id	ID of the seeked drink

Return values

TRUE	if exists
FALSE	if do not exists

4.7.1.12 PrintWholeMenu()

```
void Menu::PrintWholeMenu ( )
```

Prints the whole menu.

Prints the whole menu - every pizza thats in the menu, every drink thats in the menu and their ID and name.

4.7.1.13 RemoveDrink()

```
void Menu::RemoveDrink (
            int id )
```

Removes drink from menu

Parameters

id	ID of the drink that should be removed

4.7.1.14 RemovePizza()

```
void Menu::RemovePizza (
            int id )
```

Removes pizza from menu

Parameters

id	ID of the pizza that should be removed

4.7.1.15 SeekDrinkName()

```
bool Menu::SeekDrinkName (
            std::string nam )
```

Checks if the drink exists

Parameters

nam	Name of the seeked drink

Return values

TRUE	if exists
FALSE	if do not exists

4.7.1.16 SeekPizzaName()

```
bool Menu::SeekPizzaName (
            std::string nam )
```

Checks if the pizza exists

Parameters

nam	Name of the seeked pizza

Return values

TRUE	if exists
FALSE	if do not exists

The documentation for this class was generated from the following files:

- Menu.h
- Menu.cpp

4.8 Order Class Reference

Public Member Functions

- **Order** ()

  Order *(p. 24) class constructor.*
- ∼**Order** ()

  Order *(p. 24) class destructor.*
- void **AddPizza** (**Pizza** ∗pizza)

  Adds pizza into order.
- void **AddDrink** (**Drink** ∗drink)

  Adds drink into order.
- int **GetPizzasInOrder** ()
- int **GetDrinksInOrder** ()
- **Pizza** ∗ **GetPizza** (int index)
- **Drink** ∗ **GetDrink** (int index)
- int **GetOrderID** ()

4.8.1 Member Function Documentation

4.8.1.1 AddDrink()

```
void Order::AddDrink (
              Drink * drink )
```

Adds drink into order.

Parameters

drink	**Drink** (p. 12) from the menu, that will be added into order

4.8.1.2 AddPizza()

```
void Order::AddPizza (
              Pizza * pizza )
```

Adds pizza into order.

Parameters

pizza	**Pizza** (p. 26) from the menu, that will be added into order

4.8.1.3 GetDrink()

```
Drink * Order::GetDrink (
            int index )
```

Parameters

index	Index of the drink in this exact order

Returns

Drink (p. 12) with selected index

4.8.1.4 GetDrinksInOrder()

```
int Order::GetDrinksInOrder ( )
```

Returns

Total drinks count in order

4.8.1.5 GetOrderID()

```
int Order::GetOrderID ( )
```

Returns

ID of this exact order

4.8.1.6 GetPizza()

```
Pizza * Order::GetPizza (
            int index )
```

Parameters

index	Index of the pizza in this exact order

Returns

Pizza (p. 26) with selected index

4.8.1.7 GetPizzasInOrder()

```
int Order::GetPizzasInOrder ( )
```

Returns

Total pizzas count in order

The documentation for this class was generated from the following files:

- Order.h
- Order.cpp

4.9 Pizza Class Reference

Public Member Functions

- **Pizza** (std::string nam, int cost, int prof)
  Pizza *(p. 26) class constructor.*
- ∼**Pizza** ()
  Pizzeria *(p. 29) class destructor.*
- void **SetPizzaID** (int id)
  Set this pizza ID.
- std::string **GetPizzaName** ()
- int **GetPizzaPrice** ()
- int **GetPizzaProfit** ()
- int **GetPizzaID** ()
- int **GetStaticID** ()

Protected Attributes

- std::string **pizza_name**
- int **cost**
- int **profit**
- int **pizza_ID**

Static Protected Attributes

- static int **static_pizzaID** = 0

4.9.1 Constructor & Destructor Documentation

4.9.1.1 Pizza()

```
Pizza::Pizza (
            std::string nam,
            int cost,
            int prof )
```

Pizza (p. 26) class constructor.

Parameters

nam	Name of the pizza
cost	Cost of the pizza
prof	**Pizzeria** (p. 29)'s profit on this pizza

4.9.2 Member Function Documentation

4.9.2.1 GetPizzaID()

```
int Pizza::GetPizzaID ( )
```

Returns

This pizza's ID

4.9.2.2 GetPizzaName()

```
std::string Pizza::GetPizzaName ( )
```

Returns

This pizza's name

4.9.2.3 GetPizzaPrice()

```
int Pizza::GetPizzaPrice ( )
```

Returns

This pizza's price

4.9.2.4 GetPizzaProfit()

```
int Pizza::GetPizzaProfit ( )
```

Returns

This pizza's profit

4.9.2.5 GetStaticID()

```
int Pizza::GetStaticID ( )
```

Returns

Static pizzas ID

4.9.2.6 SetPizzaID()

```
void Pizza::SetPizzaID (
            int id )
```

Set this pizza ID.

Parameters

id	New pizza's ID

The documentation for this class was generated from the following files:

- Pizza.h
- Pizza.cpp

4.10 Pizzeria Class Reference

Collaboration diagram for Pizzeria:

Public Member Functions

- **Pizzeria** (std::string nam)
  class constructor
- **Pizzeria** (std::string nam, int tel)
  class constructor
- **Pizzeria** (std::string nam, std::string web)
  Pizzeria *(*p. *29) class constructor.*
- **Pizzeria** (std::string nam, int tel, std::string web)
  class constructor
- std::string **GetPizzeriaName** ()
- int **GetPizzeriaTel** ()
- std::string **GetPizzeriaWeb** ()
- int **GetEmployeesCount** ()
- **Employee** ∗ **GetEmployee** (int empl_id)
- **Cook** ∗ **GetCook** (int empl_id)
- **Delivery** ∗ **GetDelivery** (int empl_id)

- **Customer** * **GetCustomer** (int id)
- int **GetEmployeeIndex** (int empl_id)
- int **GetDeliveryIndex** (int empl_id)
- int **GetCookIndex** (int empl_id)
- void **OrderForCustomer** (int cust_id)

  Create new order for customer with this ID.
- void **AddCustomer** (std::string nam, std::string addrs)

  Adds new customer to the pizzeria database.
- void **AddAsDelivery** (std::string nam, bool cook, bool drive)

  Adds new emplyee as delivery to the pizzeria database.
- void **AddAsCook** (std::string nam, bool cook, bool drive)

  Adds new employee as cook to the pizzeria database.
- void **AddEmployee** (std::string nam, bool cook, bool drive)

  Adds new employee to the pizzeria database.
- void **IntroducePizzeria** ()

  Prints info about pizzeria.
- void **PrintEmployees** ()

  Prints all employees.
- void **PrintDelivery** ()

  Prints all deliveries.
- void **PrintCook** ()

  Prints all cooks.
- void **PrintCustomers** ()

  Prints all customers.
- void **ShiftOrderEmplo** (int empl_id)

  Shifts order in pizzeria's employee array.
- void **ShiftOrderCook** (int empl_id)

  Shifts order in pizzeria's cook array.
- void **ShiftOrderDeliv** (int empl_id)

  Shifts order in pizzeria's delivery array.
- void **DeleteEmployee** (int empl_id)

  Deletion of exact employee.
- void **Deletion** ()

  Employee (p. *13) deletion init with header.*
- void **StopProgram** ()

  Programm stopping method.
- void **MakeSpace** ()

  Makes 18 lines of void.
- bool **EmplExist** (int ID)

  Checks if seeked employee exists.
- void **TestVirtual** ()

  Tests of the virtual methods.

Public Attributes

- **Menu menu**

4.10.1 Constructor & Destructor Documentation

4.10.1.1 Pizzeria() [1/4]

```
Pizzeria::Pizzeria (
            std::string nam )
```

class constructor

Parameters

nam	Name of the pizzeria

4.10.1.2 Pizzeria() [2/4]

```
Pizzeria::Pizzeria (
            std::string nam,
            int tel )
```

class constructor

Parameters

nam	Name of the pizzeria
tel	Telephone number of the pizzeria

4.10.1.3 Pizzeria() [3/4]

```
Pizzeria::Pizzeria (
            std::string nam,
            std::string web )
```

Pizzeria (p. 29) class constructor.

Parameters

nam	Name of the pizzeria
web	Website of the pizzeria

4.10.1.4 Pizzeria() [4/4]

```
Pizzeria::Pizzeria (
            std::string nam,
```

```
            int tel,
            std::string web )
```

class constructor

Parameters

nam	Name of the pizzeria
tel	Telephone number of the pizzeria
web	Website of the pizzeria

4.10.2 Member Function Documentation

4.10.2.1 AddAsCook()

```
void Pizzeria::AddAsCook (
            std::string nam,
            bool cook,
            bool drive )
```

Adds new employee as cook to the pizzeria database.

Parameters

nam	New employee's name
cook	Can cook?
drive	Can drive?

4.10.2.2 AddAsDelivery()

```
void Pizzeria::AddAsDelivery (
            std::string nam,
            bool cook,
            bool drive )
```

Adds new emplyee as delivery to the pizzeria database.

Parameters

nam	New employee's name
cook	Can cook?
drive	Can drive?

4.10.2.3 AddCustomer()

```
void Pizzeria::AddCustomer (
            std::string nam,
            std::string addrs )
```

Adds new customer to the pizzeria database.

Parameters

nam	New customer's name
addrs	New customer's adress

4.10.2.4 AddEmployee()

```
void Pizzeria::AddEmployee (
            std::string nam,
            bool cook,
            bool drive )
```

Adds new employee to the pizzeria database.

Parameters

nam	New employee's name
cook	Can cook?
drive	Can drive?

4.10.2.5 DeleteEmployee()

```
void Pizzeria::DeleteEmployee (
            int empl_id )
```

Deletion of exact employee.

Parameters

empl_id	ID of the employee that should be deleted

4.10.2.6 EmplExist()

```
bool Pizzeria::EmplExist (
```

```
            int ID )
```

Checks if seeked employee exists.

Parameters

ID	ID of the employee

Return values

TRUE	if employee exists
FALSE	if employee does not exist

4.10.2.7 GetCook()

```
Cook * Pizzeria::GetCook (
            int empl_id )
```

Parameters

empl_id	ID of the cook we wanna seek

Returns

Cook (p. 7) with the exact ID as in input

4.10.2.8 GetCookIndex()

```
int Pizzeria::GetCookIndex (
            int empl_id )
```

Parameters

empl_id	ID of the cook we wanna seek

Returns

Index in array of the deliveries of this cook

4.10.2.9 GetCustomer()

```
Customer * Pizzeria::GetCustomer (
            int id )
```

Parameters

id	ID of the customer we wanna seek

Returns

ustomer with the exact ID as in input

4.10.2.10 GetDelivery()

```
Delivery * Pizzeria::GetDelivery (
            int empl_id )
```

Parameters

empl_id	ID of the delivery we wanna seek

Returns

Delivery (p. 10) with the exact ID as in input

4.10.2.11 GetDeliveryIndex()

```
int Pizzeria::GetDeliveryIndex (
            int empl_id )
```

Parameters

empl_id	ID of the delivery we wanna seek

Returns

Index in array of the deliveries of this delivery

4.10.2.12 GetEmployee()

```
Employee * Pizzeria::GetEmployee (
            int empl_id )
```

Parameters

empl_id	ID of the employee we wanna seek

Returns

Employee (p. 13) with the exact ID as in input

4.10.2.13 GetEmployeeIndex()

```
int Pizzeria::GetEmployeeIndex (
            int empl_id )
```

Parameters

empl_id	ID of the employee we wanna seek

Returns

Index in array of the employees of this employee

4.10.2.14 GetEmployeesCount()

```
int Pizzeria::GetEmployeesCount ( )
```

Returns

Pizzeria (p. 29)'s employees count

4.10.2.15 GetPizzeriaName()

```
std::string Pizzeria::GetPizzeriaName ( )
```

Returns

Pizzeria (p. 29)'s name

4.10.2.16 GetPizzeriaTel()

```
int Pizzeria::GetPizzeriaTel ( )
```

Returns

Pizzeria (p. 29)'s telephone

4.10.2.17 GetPizzeriaWeb()

```
std::string Pizzeria::GetPizzeriaWeb ( )
```

Returns

Pizzeria (p. 29)'s website

4.10.2.18 IntroducePizzeria()

```
void Pizzeria::IntroducePizzeria ( )
```

Prints info about pizzeria.

Detailed info about pizzeria. It will print for exmaple telephone number, website adress, all current employees, customers ect.

4.10.2.19 MakeSpace()

```
void Pizzeria::MakeSpace ( )
```

Makes 18 lines of void.

Totally useless, just so this program is not that

4.10.2.20 OrderForCustomer()

```
void Pizzeria::OrderForCustomer (
            int cust_id )
```

Create new order for customer with this ID.

It finds the customer with this ID and creates new order for him Then there will be posibilitty to add whatever pizza and drink from menu. Lastly after his order was created, it will be printed as an final overview.

Parameters

cust↩ _id	ID of the customer that will have this order

4.10.2.21 PrintCook()

```
void Pizzeria::PrintCook ( )
```

Prints all cooks.

Print every cook of this pizzeria. It prints their ID and name.

4.10.2.22 PrintCustomers()

```
void Pizzeria::PrintCustomers ( )
```

Prints all customers.

Print every customer of this pizzeria. It prints their ID and name.

4.10.2.23 PrintDelivery()

```
void Pizzeria::PrintDelivery ( )
```

Prints all deliveries.

Print every delivery of this pizzeria. It prints their ID and name.

4.10.2.24 PrintEmployees()

```
void Pizzeria::PrintEmployees ( )
```

Prints all employees.

Print every employee of this pizzeria. It prints their ID and name.

4.10.2.25 ShiftOrderCook()

```
void Pizzeria::ShiftOrderCook (
            int empl_id )
```

Shifts order in pizzeria's cook array.

Parameters

empl↩ _id	ID of the cook, that should be replaced

4.10.2.26 ShiftOrderDeliv()

```
void Pizzeria::ShiftOrderDeliv (
            int empl_id )
```

Shifts order in pizzeria's delivery array.

Parameters

empl↩ _id	ID of the delivery, that should be replaced

4.10.2.27 ShiftOrderEmplo()

```
void Pizzeria::ShiftOrderEmplo (
            int empl_id )
```

Shifts order in pizzeria's employee array.

Parameters

empl↩ _id	ID of the employee, that should be replaced

4.10.2.28 StopProgram()

```
void Pizzeria::StopProgram ( )
```

Programm stopping method.

Totally useless, just so the program can be stopped and all functionalities can be overviewed.

The documentation for this class was generated from the following files:

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