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// Attached: Lab#4

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// HW Lab#4

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// CS 1B

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#include <iostream>

#include <iomanip>

#include <string>

#include <cmath>

using namespace std;

struct Invoice

{

int invoiceNum;

double amt;

bool paid;

};

void setInvoice(Invoice& invoice,Invoice& invoice1);

void displayInvoice(Invoice& invoice,Invoice& invoice1);

int main()

{

Invoice inv\_1;

Invoice inv\_2;

int invoiceNum = 0;

double amt = 0.0;

bool paid = false;

setInvoice(inv\_1,inv\_2);

displayInvoice(inv\_1,inv\_2);

system("pause>null");

return 0;

}

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void setInvoice(Invoice& invoice, Invoice& invoice1)

{

Invoice inv\_1;

Invoice inv\_2;

char paid;

cout << "Invoice: ";

cin >> inv\_1.invoiceNum;

cout << " " << endl;

cout << "Amount: ";

cin >> inv\_1.amt;

cout << " " << endl;

cout << "Paid? (Y/N): ";

cin >> inv\_1.paid;

cout << inv\_1.paid;

cin >> paid;

if (toupper(paid) == 'Y')

{

inv\_1.paid = true;

}

else

{

inv\_1.paid = false;

}

cout << "Invoice: ";

cin >> inv\_2.invoiceNum;

cout << " " << endl;

cout << "Amount: ";

cin >> inv\_2.amt;

cout << " " << endl;

cout << "Paid? (Y/N)";

cin >> paid;

if (toupper(paid) == 'Y')

{

inv\_2.paid = true;

}

else

{

inv\_2.paid = false;

}

}

// =================================================

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void displayInvoice(Invoice& invoice, Invoice& invoice1)

{

Invoice inv\_1;

Invoice inv\_2;

system("cls");

cout << "invoice summary" << endl;

cout << "Invoice# " << inv\_1.invoiceNum << endl;

cout << "Amount: " << inv\_1.amt << endl;

if (inv\_1.paid == true)

{

cout << "Paid: PAID." << endl;

}

else

{

cout << "Paid: NOT PAID." << endl;

}

cout << "invoice summary" << endl;

cout << "Invoice# " << inv\_2.invoiceNum << endl;

cout << "Amount: " << inv\_2.amt << endl;

if (inv\_2.paid == true)

{

cout << "Paid: PAID." << endl;

}

else

{

cout << "Paid: NOT PAID." << endl;

}

}