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//hostel.cpp
#include <iostream>
#include <string>
#include "Hostel.h"
using namespace std;

Hostel::Hostel() {
    name = "Kyiv";
    number = 4323;
    quantity = 80;

    location = "square";
    reserved = 30;
    work = "good";
    employers = 10;
}

Hostel::Hostel(string _name, int _number, int
_quantity, string _location, int _reserved, string _work,
int _employers)
{
    name = _name;
    number = _number;
    quantity = _quantity;
    location = _location;
    reserved = _reserved;
    work = _work;
    employers = _employers;
}
```

```

Hostel::~~Hostel()
{
    cout << "hostel" << endl;
}

void Hostel::getname() {
    cout << "the name of hostel " << name << endl;
}

void Hostel::getnumber() {
    cout << "the customers: " << number << endl;
}

void Hostel::getquantity() {
    cout << "floats " << quantity << endl;
}

void Hostel::getlocation() {
    cout << "the location: " << number << endl;
}

void Hostel::getreserved() {
    cout << "reserved places: " << number << endl;
}

void Hostel::getwork() {
    cout << "how is it work: " << number << endl;
}

```

```
void Hostel::getemployers() {  
    cout << "employers new: " << number << endl;  
}
```