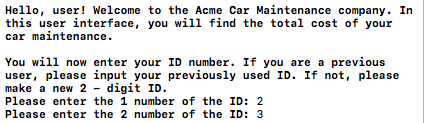
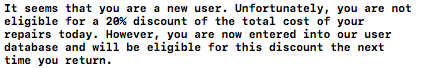
**User Manual for Final Project**

1. The program will prompt the user to enter a 2-digit ID. If the user is a previous user, the program will ask the user to input their previously used ID. If the user is a new user, the program will ask the user to create a 2-digit ID.



1. The program will call the *checkRecords()* function. It will check all ID’s in the record file. If the program does not find the entered ID (from step 1) in the record file, it will write it to the file and output to the user that they are not eligible for a discount. If the program does find the entered ID (from step 1) in the record file, it will tell the user that they are eligible for a discount. The function will return a Boolean value. This Boolean value will be used later to take any discounts from the total cost of the repair.



1. The program will ask the user to input the season. It will ask the user to input ‘w’ for winter or ‘s’ for summer. It will redo this step if the user enters an invalid input.

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1. If the user enters ‘w’, the following steps will occur:
   1. *int main()* will call the *wash()* function from the *winterChoices* class
   2. The function will ask the user if they would like just an inner wash or if they would like both an inner and an outer wash. The user will be prompted to enter ‘i’ if the user wants an inner wash and will be prompted to enter ‘b’ if the user wants both washes. This step will be repeated if the user enters an invalid input

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* 1. If the user enters ‘i’, the program will output the cost of an inner wash ($80) and will ask for user confirmation. The user will be prompted to enter ‘y’ if the user confirms the cost, or ‘n’ if the user does not want to pay. This step will be repeated if the user enters an invalid input.

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* 1. If the user enters ‘b’, the program will output the cost of both an inner and outer wash ($200) and will ask for user confirmation. The user will be prompted to enter ‘y’ if the user confirms the cost, or ‘n’ if the user does not want to pay. This step will be repeated if the user enters an invalid input.

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* 1. Depending on the choice, the cost of the repair will be added to the private variable of *totalCost* in the *winterChoices* class.

1. If the user enters ‘s’, the following steps will occur:
   1. *int main()* will call the *crack()* function from the *summerChoices* class
   2. The function will ask the user if they would like to repair a small crack or if they would like to repair a large crack. The user will be prompted to enter ‘s’ if the user wants to repair a small crack and will be prompted to enter ‘b’ if the user wants to repair a big crack. This step will be repeated if the user enters an invalid input

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* 1. If the user enters ‘s’, the program will output the cost of the repair of a small crack ($100) and will ask for user confirmation. The user will be prompted to enter ‘y’ if the user confirms the cost, or ‘n’ if the user does not want to pay. This step will be repeated if the user enters an invalid input.

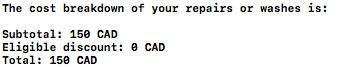
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* 1. If the user enters ‘b’, the program will output the cost of the repair of a big crack ($150) and will ask for user confirmation. The user will be prompted to enter ‘y’ if the user confirms the cost, or ‘n’ if the user does not want to pay. This step will be repeated if the user enters an invalid input.

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* 1. Depending on the choice, the cost of the repair will be added to the private variable of *totalCost* in the *summerChoices* class.

1. The program will then output the breakdown of the cost and will show the available discount with the final cost of the repairs.



1. Lastly, the program will ask the user if there are any more ID’s to enter. They will prompted to enter ‘y’ if there are more ID’s or the user can enter ‘n’ if the user is finished. This step will be repeated if the user has an invalid input.

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1. If the user enters ‘y’, the program will start over. The program will reset all variables as the constructor of objects of both classes will be called as soon as the program restarts. If the user enters ‘n’, the program will output a good-bye message.