//Implementation file for Shootings class

//Created by RASNA RAHMAT HUSAIN

//IDE: Visual Studio 2017

#ifndef \_SHOOTINGS

#define \_SHOOTINGS

#include <string>

#include <iomanip>

#include <iostream>

using std::string;

using std::ostream;

class Shootings

{

private:

int ID; // unique key, id of shooting case

string title; // secondary key, title of shooting

string location; // location of shooting

string date; // date of shooting

string incidentArea; // area where incident of shooting occured

string target; // target of the shooter

string cause; // cause behind the shooting

string name; // name of the shooter

int fatalities; // number of fataliities due to shooting

int injured; // number of people injured due to the shooting

int age; // age of shooter

string race; // race of the shooter

string gender; // gender of the shooter

public:

// constructor definitions

Shootings();

Shootings(int sID, string sTitle, string sLocation, string sDate,

string sIncidentArea, string sTarget, string sCause, string sName,

int sFalaties, int sInjured, int sAge, string sRace, string sGender);

// setters to set respective data properties

void setID(int sID);

void setTitle(string sTitle);

void setLocation(string sLocation);

void setDate(string sDate);

void setIncidentArea(string sIncidentArea);

void setTarget(string sTarget);

void setCause(string sCause);

void setName(string sName);

void setFatalities(int sFatalities);

void setInjured(int sInjured);

void setAge(int sAge);

void setRace(string sRace);

void setGender(string sGender);

// getters to get respective data properties

int getID() const;

string getTitle() const;

string getLocation() const;

string getDate() const;

string getIncidentArea() const;

string getTarget() const;

string getCause() const;

string getName() const;

int getFatalities() const;

int getInjured() const;

int getAge() const;

string getRace() const;

string getGender() const;

// overloading function

/\*

bool operator == (const Shootings& toyData);

bool operator < (const Shootings& toyData);

bool operator > (const Shootings& toyData);

friend ostream& operator << (ostream& os, const Shootings& toyData);

//friend ostream &operator << (ostream &strem, Mountain &obj);

\*/

};

#endif