include<iostream>

using namespace std;

class Elevator {

private :

string currLocation;

string companyName;

string color;

float maxLoad;

string properties;

int model;

int id;

int validity;

public :

Elevator()

{

// null constructor

string currLocation="\0";

string companyName="\0";

string properties="\0";

string color="\0";

float maxLoad=0;

int model=0;

int id=0;

int validity=0;

}

// DESTRUCTOR

~Elevator(){

}

Elevator(string loc,string Com\_name,string t, string p,string c,float ml,int m,int ID,int vld )

{

// parameteric constructor

currLocation= loc;

companyName= Com\_name;

properties=p;

color=c;

maxLoad=ml;

model=m;

id=ID;

validity=vld;

}

// Display the detail of the Elavator

void Details\_of\_Elevator(){

cout<<"--------- THE DETAILS ARE ----------\n";

cout<<"COMPANY NAME IS: "<<companyName<<endl;

cout<<"MAXIMUM LOAD IS: "<<maxLoad<<"KG"<<endl;

cout<<"CURRENT LOCATION IS: "<<currLocation<<endl;

cout<<"COLOR IS: "<<color<<endl;

cout<<"ID IS: "<<id<<endl;

cout<<"MODEL IS: "<<model<<endl;

cout<<"VALIDITY IS: "<<validity<<endl;

}

void Up(){

cout<<"Elevator's Going Up!!!"<<endl;

cout<<"\nWe Have Reached Your Destination!!!"<<endl;

}

void Down(){

cout<<"Elevator's Going Down!!!"<<endl;

cout<<"\nWe Have Reached Your Destination!!!"<<endl;

}

// getters and setters

void getCOMPANY(string ComName){

companyName = ComName;

}

string setCOM(){

return companyName;

}

void getMAX(float ml){

maxLoad=ml;

}

float setMAX(){

return maxLoad;

}

void gerCUR(string loc){

currLocation=loc;

}

string setCUR(){

return currLocation;

}

void getColor(string c){

color=c;

}

string setColor(){

return color;

}

void getModel(int m){

model = m;

}

int setModel(){

return model;

}

void getid(int ID){

id=ID;

}

int setid(){

return id;

}

void getvalidity(int vld){

validity = vld;

}

int setvalidity(){

return validity;

}

};

int main()

{

string ComName,c,loc,p;

int m,ID,vld;

float ml;

Elevator E;

int choice;

cout<<"ENTER ALL THE FOLOOWING DETAILS: "<<endl;

cout<<"ENTER COMPANY NAME: ";

cin>>ComName;

cout<<"ENTER MODEL: ";

cin>>m;

cout<<"ENTER MAXIMUM LOAD: ";

cin>>ml;

cout<<"ENTER COLOR: ";

cin>>c;

cout<<"ENTER CURRENT LOCATION: ";

cin>>loc;

cout<<"ENTER ID OF ELEVATOR: ";

cin>>ID;

cout<<"ENTER VALIDITY : ";

cin>>vld;

cout<<"ENTER PROPERIES: ";

cin>>p;

cout<<"PRESS 1 TO GO UP OR PRESS 2 TO GO DOWN: ";

cin>>choice;

switch (choice){

case 1:

E.Up();

break;

case 2:

E.Down();

}

E.getCOMPANY(ComName);

E.getMAX(ml);

E.gerCUR(loc);

E.getColor(c);

E.getModel(m);

E.getid(ID);

E.getvalidity(vld);

E.Details\_of\_Elevator();

}