

# Functions:

## ➤ Log In Control Functions::

- **int main();**

- **\*\*Purpose\*\***: It is the entire point of the program. Without this program cannot run.
- **\*\*Description\*\***: This function controls the menu on the screen and gets choice. Here I called the logIn page function which takes a choice in parameter to control the all functionality of log-in.

- **void logInPage(char choice);**

- **\*\*Purpose\*\***: Manage the logIn functionality of the program.
- **\*\*Parameters\*\***: `choice` (character data type): Based on choice is decided on which side log-in admin/customer
- **\*\*Description\*\***: dynamically allocate memory. and called the logInControl function to log in the desired side , this function takes three arguments.

- **void logInControl(Login \*info, int &size, int &infolx);**

- **\*\*Purpose\*\***: Manages user login authentication and user index retrieval.
- **\*\*Parameters\*\***:
  - `info` (pointer to Login): Array containing user credentials (user ID and password).
  - `size` (a reference to an integer): Size of the array containing user credentials.
  - `infolx` (reference to an integer): Identifier of the authenticated user.
- **\*\*Description\*\***: This function handles the login authentication process by validating user-provided credentials against the stored user data. It iterates through the array of user credentials to match the entered user ID and password.
  - If the credentials match, it assigns the `infolx` variable to the identifier of the authenticated user, granting access to specific functionalities based on the user's role (admin or customer).
  - The `size` parameter helps control the iteration through the array of user credentials, ensuring all stored credentials are checked for validation.

## ➤ **Admin Functions::**

- **``void adminPage(int &infolx);``**

- **\*\*Purpose\*\***: Manages the functionality accessible to an admin after successful login.
- **\*\*Parameters\*\***:
  - ``infolx`` (a reference to an integer): Index or identifier for the admin user where the log-in admin data is stored.
- **\*\*Description\*\***: This function controls and displays various administrative functionalities such as changing passwords, managing customers, cars, generating reports, etc.

- **`void changePassword(int &infolx);``**

- **\*\*Purpose\*\***: Allows the logged-in user, both admin and customer, to change their password.
- **\*\*Parameters\*\***:
  - ``infolx`` (a reference to an integer): Index or identifier for the user whose password is being changed.
- **\*\*Description\*\***: This function facilitates the change of passwords for logged-in users, providing a secure method to update their login credentials.

- **`void addRemoveCus();``**

- **\*\*Purpose\*\***: Handles the addition or removal of customer records.
- **\*\*Description\*\***: This function provides functionality for administrators to add or remove customer data from the system.

- **`void addRemoveCar();``**

- **\*\*Purpose\*\***: Manages the addition or removal of car records.
- **\*\*Description\*\***: This function allows administrators to add new cars to the rental system or remove existing ones.

- **void viewCusCar();`**

- **\*\*Purpose\*\***: Displays the available cars to customers for rental.
- **\*\*Description\*\***: This function presents a list of cars that are available for rent to customers using the system.

- **void customerDataUpdate();`**

- **\*\*Purpose\*\***: Handles updates to customer data.
- **\*\*Description\*\***: Provides functionality for updating customer information or records within the system.

- **void reportGenerate();`**

- **\*\*Purpose\*\***: Generates reports related to the car rental system.
- **\*\*Description\*\***: This function generates various reports related to customer activity, car rentals, revenue, etc., providing valuable insights into system usage.

## ➤ **Customer Functions::**

- **void customerPage(int &infolx);`**

- **\*\*Purpose\*\***: functionalities accessible to customers after successful login.
- **\*\*Parameters\*\***:
  - `infolx`` (a reference to an integer): index of customer array where the data is stored of a customer who log-in.
- **\*\*Description\*\***: Manages various functionalities available to customers such as viewing available cars, renting cars, returning cars, generating reports, etc.

- **void cusViewAvailCar();`**

- **\*\*Purpose\*\***: Displays available cars to customers for rental.
- **\*\*Description\*\***: This function specifically shows available cars to customers for rental purposes.

- **void rentCar(int &infolIdx, CD \*customerInfo, int &NUM\_OF\_CUSTOMER);`**

- **\*\*Purpose\*\***: Facilitates the rental process for customers.
- **\*\*Parameters\*\***:
  - `infolIdx` (a reference to an integer): index of customer array where the data is stored of a customer who log-in.
  - `customerInfo` (pointer to CD): Array of customer information.
  - `NUM\_OF\_CUSTOMER` (reference to an integer): Total number of customers in the system.
- **\*\*Description\*\***: Allows a customer to rent a car by managing the rental process and updating related data accordingly.

- **void returnCar(int &infolIdx, CD \*customerInfo, int &NUM\_OF\_CUSTOMER);`**

- **\*\*Purpose\*\***: Handles the process of returning a rented car by a customer.
- **\*\*Parameters\*\***:
  - `infolIdx` (reference to an integer): Index of customer array where the data is stored of a customer who log-in.
  - `customerInfo` (pointer to CD): Array of customer information.
  - `NUM\_OF\_CUSTOMER` (reference to an integer): Total number of customers in the system.
- **\*\*Description\*\***: Manages the return process of a car rented by a customer, updating the relevant data in the system.

- **void cusReport(string userId);`**

- **\*\*Purpose\*\***: Generates reports related to a specific customer.
- **\*\*Parameters\*\***:
  - `userId` (string): Identifier for the customer whose report is being generated.
- **\*\*Description\*\***: Creates reports specific to a particular customer, providing details about their rental history or other relevant information.

## ➤ **Input Validation Functions::**

- **void charValidate(char &ch, string str, char mn, char mx);`**

- **\*\*Purpose\*\***: Validates and restricts user input to a specific character range.
- **\*\*Parameters\*\***:

- `ch` (reference to a character): User input character to be validated.
- `str` (string): Message or prompt displayed to guide user input.
- `mn` (character): Minimum allowed character in the range.
- `mx` (character): Maximum allowed character in the range.
- **\*\*Description\*\***: This function ensures the validation of user input within a specified character range. It prompts the user with the provided message (`str`) and restricts input to be within the defined character boundaries (`mn` to `mx` inclusive)

- **void stringInput(string str, string &value);**

- **\*\*Purpose\*\***: Accepts and stores user input as a string.
- **\*\*Parameters\*\***:
  - `str` (string): Message or prompt displayed to guide user input.
  - `value` (a reference to a string): Variable to store the user input.
- **\*\*Description\*\***: This function prompts the user with the provided message (`str`) to enter a string value. It accepts the user input as a string and stores it in the referenced variable `value`.
- It validates that anywhere no data is missed as a string.

- **void fileChecking(fstream &);**

- - **\*\*Purpose\*\***: Checks the status or validity of a file stream.
- - **\*\*Parameters\*\***:
  - - `fstream &` (a reference to a file stream): The file stream to be checked.
- - **\*\*Description\*\***: Verifies the status of a file stream, ensuring its readiness for file operations.

➤ **Other Function::**

This function is made because line of code is repeat multiple times in. So, reduce code repetition. It follows:

- **void displayHeader(string str);**
- **void cusDataFetch(CD \*customerInfo, int &NUM\_OF\_CUSTOMER, fstream &Fetch);**
- **void cusDataWrite(CD \*customerInfo, int &NUM\_OF\_CUSTOMER, fstream &Write);**
- **void carDataFetch (CarDetail \*carInfo, int &NUM\_OF\_CAR, fstream &Fetch);**
- **void carDataWrite(CarDetail \*carInfo, int &NUM\_OF\_CAR, fstream &Write);**

# STRUCTURES:

Three structures: `Login`, `CustomerDetail` (alias `CD`), and `CarDetail` are defined:

## ➤ **Login` Structure:**

### **\*\*Members\*\*:**

- `userId` (string): Stores the user ID for login authentication.
- `password` (string): Stores the password for login authentication.

## ➤ **CustomerDetail` Structure (Alias `CD`):**

### **\*\*Members\*\*:**

- `cusId` (Login): Stores the login credentials for the customer.
- `status` (string): Represents the status of the customer.
- `name` (string): Stores the name of the customer.
- `city` (string): Stores the city information for the customer.
- `phoneNo` (string): Stores the phone number of the customer.

## ➤ **CarDetail` Structure:**

### **\*\*Members\*\*:**

- `noPlate` (string): Represents the number plate of the car.
- `name` (string): Stores the name of the car.
- `model` (string): Represents the model of the car.
- `status` (string): Represents the availability status of the car (defaulted to "Available").
- `rentCusId` (string): Stores the customer ID to whom the car is rented.
- `date` (string): Represents the date of car rental.
- `rentedDay` (integer): Stores the number of days the car has been rented.
- `numRented` (integer): Stores the number of times the car has been rented.
- `price` (float): Represents the rental price of the car.