//Imp file defines functions

#include <iostream>

#include <string>

#include "dayType.h"

using namespace std;

string dayType::getDay(int x)

{

return week[x-1];

}

string dayType::nextDay(int y)

{

//error check for Sunday

if (y == 7)

return week[0];

else

return week[y];

}

string dayType::prevDay(int z)

{

// error check for Saturday

if (z == 1)

return week[6];

else

return week[z-2];

}

void dayType::predictDay(int r, int p)

//error check for Sunday

if (y == 7)

return week[0];

else

return week[y];

}

string dayType::prevDay(int z)

{

// error check for Saturday

if (z == 1)

return week[6];

else

return week[z-2];

}

void dayType::predictDay(int r, int p)

{

int check;

//Prediction

check = (r-1)+p;

if (check >= 7)

val = week[(check%7)];

else

val = week[check];

cout <<endl<<week[r-1] <<" + "<<p<<" days = " << val<<endl<<endl;

}

void dayType::menu()

{

void dayType::predictDay(int r, int p)

{

int check;

//Prediction

check = (r-1)+p;

if (check >= 7)

val = week[(check%7)];

else

val = week[check];

cout <<endl<<week[r-1] <<" + "<<p<<" days = " << val<<endl<<endl;

}

void dayType::menu()

{

for(int i = 1; i <= 7; i++)

cout <<i<<". "<<week[i-1]<<endl;

}

dayType::dayType(string a, string b, string c, string d, string e, string f, string g)

{

week[0]=a;

week[1]=b;

week[2]=c;

week[3]=d;

week[4]=e;

week[5]=f;

week[6]=g;

val = "";

}

dayType::~dayType()

{

cout<<"The destructor is live!!"<<endl;

}