Integration and Configuration

In Assignment 3, we are given three tables to use. These tables are for Student, Instructor, and Admin. The tables contain the same information we were planning to include into our tables. So, it would be beneficial to integrate these precreated tables into our project.

The assignment also contains some code that we could integrate. For example, code for creating a table:

```
/***************************************************************
 Creating a table
 Create a string then pass the string into the sqlite3_exec function
 **************************************************************/
string table = "CREATE TABLE PROGRAMMER("
               "ID INTEGER PRIMARY KEY, "
               "NAME TEXT NOT NULL, "
               "SURNAME TEXT NOT NULL, "
               "BIRTHYEAR INTEGER NOT NULL); ";

int exit = 0;

exit = sqlite3_open("programmer.db", &DB);          //open the database

char* messageError;
```

Last semester, I worked with objects and classes in my object oriented programming class. There are many old labs and projects I have done that contain classes that could be integrated into the LeopardWeb Project.

```cpp
#pragma once
#include <string>
using std::string;
class Customer
{
    // what they have
protected:
    string name;  // protected because it is used in the child's function

public:

    // constructor
    Customer();
    Customer(string in_name);

    // what they can do
    virtual string show_name();   // Celebrity class overrides the function, use i
    virtual int buy_food(int num_burg, int num_pizz = 0, int num_hotd = 0); // Cel

    // destructor
    ~Customer();

};
```

Screenshot of Lab from Last Semester

Doing this will be very useful because my memory of how to set up things like inheritance is somewhat foggy. So, inheriting old code with a combination of some research to refresh exactly how it works will make the process move quicker when compared to relearning all our old techniques.