#include<iostream>

#include<stdlib.h>

#include<windows.h>

#include<conio.h>

#include<iomanip>

#include<string>

void maindoor();

void corridor();

void master\_room();

void bathroom();

void kitchen();

void drawing\_room();

void guest\_room();

void exit();

using namespace std;

int main(){

string pass ="";

char ch;

cout << "please Enter your password\n";

ch = \_getch();

while(ch !=13){

pass.push\_back(ch);

cout << '\*';

ch= \_getch();

}

if(pass == "13"){

cout << "\nAccess granted...\nwelcome home\n";

Beep(523,900);

cin.get();

}else{

cout << "\nAccess aborted...\n";

Beep(89299,1922);

cin.get();

}

string authentication\_code[3]={"1234","12345","123456"};

string authentication\_input="";

cout<<"\t \t \t ///PLEASE ENTER YOUR AUTHENTICATION CODES"<<endl;

cin>>authentication\_input;

if(authentication\_input==authentication\_code[1])

cout<<"\t \t \t /////Access Granted\\\\ "<<endl;

else if(authentication\_input==authentication\_code[2])

cout<<"\t \t \t /////Access Granted\\\\ "<<endl;

else if(authentication\_input==authentication\_code[3])

cout<<"\t \t \t /////Access Granted\\\\ "<<endl;

else{

cout<<"\t \t \t /////Access Denied\\\\\ "<<endl;

cout<<"\t \t \t //////Try Again\\\\\\"<<endl;

}

cout<<"\t \t WELCOME BACK TO HOME ! JARVIS IS GLAD THAT YOU MADE IT SAFELY HOME FROM YOUR TRIP "<<endl;

cout<<"\t \t \t /////GOOD DAY SIR \\\\\\t \t "<<endl;

string user\_says="";

cin>>user\_says;

if(user\_says=="home")

{

cout<< " \t THE HOUSE IS FULLY AIR CONDITIONED SIR"<<endl;

cout<< " \t THE BACKDOOR LIGHT NEEDS A FIX "<<endl;

cout<< " \t THE TV IS CURRENTLY TURNED OFF SIR"<<endl;

cout<< " \t the music is not playing "<<endl;

if(user\_says=="coffee")

{

cout<<"\t MAKING COFFEE \t"<<endl;

}

else if(user\_says=="inbox")

{

cout<< " \t YOU HAD A VISITOR NAMED AHSAN AROUND 11 AM "<<endl;

cout<< " \t you have no new voice mails or telegrams "<<endl;

}

else if(user\_says=="weather")

{

cout<<"\t the sky is clear today however rain is expected tomorrow, dont forget to take an umbrella sir \t"<<endl;

}

else if(user\_says=="time")

{

cout<<"\t its you time sir, you should relax and meditate. \t"<<endl;

}

else if(user\_says=="reminders")

{

cout<<"\t its your friends kamran birthday in 3 days sir \t"<<endl;

cout<<"\t you have an appointment with the dentist tomorrow \t"<<endl;

}

else if(user\_says=="music")

{

cout<<"\t \t TURNING ON MUSIC; PLAYING PIANO "<<endl;

}

}

else if(user\_says=="going to")

{

cout<<"\_\_\_\_";

cin>>choice;

if(user\_says=="kitchen")

kitchen();

else if(user\_says=="lounge" || user\_says=="drawing room")

drawing\_room();

else if(user\_says=="my room"|| user\_says=="master room" )

master\_room();

else if(user\_says=="guest room")

guest\_room();

else if(user\_says=="going out")

exit();

}

}

void master\_room()

{

char choice;

string user\_says="";

cout<<" (light turns on at intensity level 2/6) " <<endl;

cin>>user\_says;

if(user\_says=="home")

{

cout<< " \t THE HOUSE IS FULLY AIR CONDITIONED SIR"<<endl;

cout<< " \t THE BACKDOOR LIGHT NEEDS A FIX "<<endl;

cout<< " \t THE TV IS CURRENTLY TURNED OFF SIR"<<endl;

cout<< " \t the music is not playing "<<endl;

if(user\_says=="inbox")

{

cout<< " \t YOU HAD A VISITOR NAMED AHSAN AROUND 11 AM "<<endl;

cout<< " \t you have no new voice mails or telegrams "<<endl;

}

else if(user\_says=="weather")

{

cout<<"\t the sky is clear today however rain is expected tomorrow, dont forget to take an umbrella sir \t"<<endl;

}

else if(user\_says=="time")

{

cout<<"\t its you time sir, you should relax and meditate. \t"<<endl;

}

else if(user\_says=="reminders")

{

cout<<"\t its your friends kamran birthday in 3 days sir \t"<<endl;

cout<<"\t you have an appointment with the dentist tomorrow \t"<<endl;

}

else if(user\_says=="music on")

{

cout<<"\t \t TURNING ON MUSIC; PLAYING PIANO "<<endl;

}

else if(user\_says=="music off")

{

cout<<"\t \t TURNING OFF MUSIC; "<<endl;

}

else if(user\_says=="turn on the TV")

{

cout<<"\t \t turning on the TV "<<endl;

}

else if(user\_says=="curtains up")

{

cout<<"\t \t TURNING CURTAINS UP "<<endl;

cout<<"\t \t GOOD MORNING SIR "<<endl;

}

else if(user\_says=="curtains down")

{

cout<<"\t \t TURNING CURTAINS DOWN "<<endl;

cout<<"\t \t GOOD EVENING SIR "<<endl;

}

else if(user\_says=="coffee")

{

cout<<"\t MAKING COFFEE \t"<<endl;

}

}

else if(user\_says=="going to")

{

cout<<"\_\_\_\_";

cin>>choice;

if(user\_says=="kitchen")

kitchen();

else if(user\_says=="lounge" || user\_says=="drawing room")

drawing\_room();

else if(user\_says=="corridor")

corridor();

else if(user\_says=="guest room")

guest\_room();

else if(user\_says=="going out")

exit();

}

}

void kitchen()

{

char choice;

cout<<" (light turns on at intensity level 2/6) " <<endl;

string user\_says="";

cin>>user\_says;

if(user\_says== "coffee")

{

cout<<" \t making coffee "<<endl;

cout<<" \t coffee ready sir "<<endl;

if (user\_says == "lights out ")

{

cout<< " \t (turning lights off; )"<<endl;

}

else if(user\_says == "lights on ")

{

cout<< " \t (turning lights on; )"<<endl;

}

else if(user\_says == "set the oven for 10 mins ")

{

cout<< " \t setting the oven for ten minutes"<<endl;

cout<< " \t meal ready sir"<<endl;

}

else if(user\_says == " wash the dishes ")

{

cout<< " \t dish washer turned on "<<endl;

}

else if(user\_says == " wash the dishes ")

{

cout<< " \t dish washer turned on "<<endl;

}

}

else if(user\_says=="going to")

{

cout<<"\_\_\_\_";

cin>>choice;

if(user\_says=="my room"|| user\_says=="master room" )

master\_room();

else if(user\_says=="lounge" || user\_says=="drawing room")

drawing\_room();

else if(user\_says=="corridor")

corridor();

else if(user\_says=="guest room")

guest\_room();

else if(user\_says=="going out")

exit();

}

}

void drawing\_room()

{

char choice;

cout<<" (light turns on at intensity level 2/6) " <<endl;

string user\_says="";

cin>>user\_says;

if(user\_says=="music on")

{

cout<<"\t \t TURNING ON MUSIC; PLAYING PIANO "<<endl;

if(user\_says=="music off")

{

cout<<"\t \t TURNING OFF MUSIC; "<<endl;

}

else if(user\_says=="turn on the TV")

{

cout<<"\t \t turning on the TV "<<endl;

}

else if(user\_says=="weather")

{

cout<<"\t the sky is clear today however rain is expected tomorrow, dont forget to take an umbrella sir \t"<<endl;

}

else if(user\_says=="time")

{

cout<<"\t its you time sir, you should relax and meditate. \t"<<endl;

}

else if(user\_says == "brightness up ")

{

cout<< " \t (lights on @ intensity level 6)"<<endl;

}

else if(user\_says == "brightness down ")

{

cout<< " \t (lights on @ intensity level 2)"<<endl;

}

else if(user\_says == "lights out ")

{

cout<< " \t (turning lights off; night lamps on)"<<endl;

}

else if(user\_says == "curtains down ")

{

cout<< " \t ( curtains down )"<<endl;

}

else if(user\_says == "curtains up ")

{

cout<< " \t ( curtains up )"<<endl;

}

}

else if(user\_says=="going to")

{

cout<<"\_\_\_\_";

cin>>choice;

if(user\_says=="my room"|| user\_says=="master room" )

master\_room();

else if(user\_says=="kitchen")

kitchen();

else if(user\_says=="corridor")

corridor();

else if(user\_says=="guest room")

guest\_room();

else if(user\_says=="going out")

exit();

}

}

void guest\_room()

{

char choice;

cout<<" (light turns on at intensity level 2/6) " <<endl;

string user\_says="";

cin>>user\_says;

if (user\_says == "jarvis" )

{

cout<<"\t \t HOW MAY I HELP YOU SIR"<<endl;

cin>>user\_says;

if (user\_says == "weather")

{

cout<<" \t \t its a rainy day tomorrow sir; don't forget to take an umbrella "<<endl;

}

else if(user\_says == "time")

{

cout<<" \t \t it's 9 PM sir "<<endl;

}

else if(user\_says == "brightness up ")

{

cout<< " \t (lights on @ intensity level 6)"<<endl;

}

else if(user\_says == "brightness down ")

{

cout<< " \t (lights on @ intensity level 2)"<<endl;

}

else if(user\_says == "lights out ")

{

cout<< " \t (turning lights off; night lamps on)"<<endl;

}

else if(user\_says == "curtains down ")

{

cout<< " \t ( curtains down )"<<endl;

}

else if(user\_says == "curtains up ")

{

cout<< " \t ( curtains up )"<<endl;

}

}

else if(user\_says=="going to")

{

cout<<"\_\_\_\_";

cin>>choice;

if(user\_says=="my room"|| user\_says=="master room" )

master\_room();

else if(user\_says=="kitchen")

kitchen();

else if(user\_says=="corridor")

corridor();

else if(user\_says=="lounge" || user\_says=="drawing room")

drawing\_room();

else if(user\_says=="going out")

exit();

}

}

void bathroom()

{

cout<<" light turned on" <<endl;

string user\_says="";

cin>>user\_says;

if(user\_says== "set bathroom temperature to normal")

{

cout<<" \t (done sir) "<<endl;

}

else if(user\_says == "change mirror gudget")

{

cout<< " \t (another gudget selected)"<<endl;

}

else if(user\_says == "open shower")

{

cout<< " \t opened shower "<<endl;

}

else if(user\_says == "open water recycler")

{

cout<< " \t( water recycle)"<<endl;

}

else if(user\_says == "lights off ")

{

cout<< " \t (turning lights off; )"<<endl;

}

}

void exit()

{

cout<<" (lights turned off) " <<endl;

cout<<" (all rooms locked) " <<endl;

cout<<" SAFE JOURNEY SIR " <<endl;

exit(0);

}