#include <string>

#include <vector>

using namespace std;

/\* Show main menu \*/

class Greeter {

public:

void ShowMainMenu();

};

/\* DataBase that stores Plans and can do some tasks \*/

class PlanDataBase {

public:

void AddPlan(Plan); // add plan with Plan class

void DeletePlan(Plan); // delete plan with Plan class

void EditPlan(Plan); // edit plan with Plan class

void SearchPlan(Plan); // search plan with Plan class

void ShowPlan(); // show plans in the database with specific options

void ShowAllPlan(); // show all plans in the database

};

/\* Set plan using Meal and Date \*/

class Plan {

private:

Meal\* meal;

Date\* date;

public:

void SetPlan(); // set plan with meal and date

};

/\* Doing tasks about meal \*/

class Meal {

private:

string name;

unsigned int people;

public:

void AddMeal(string Name, unsigned int People); // add meal menu

void DeleteMeal(); // delete meal menu

void EditMeal(); // edit meal menu

void SearchMeal(string Name); // search meal menu

};

/\* Class related to the date \*/

class Date {

private:

int year;

int month;

int day;

string dayoftheweek; // In korean, 요일

public:

/\* get and set specific dates \*/

int GetYear();

void SetYear(int Year);

int GetMonth();

void SetMonth(int Month);

int GetDay();

void SetDay(int Day);

int GetDayoftheWeek();

void SetDayoftheWeek(string DayoftheWeek);

};

/\* DataBase that stores Recipes and can do some tasks \*/

class RecipeDatabase {

public:

void AddRecipe(Recipe); // add recipe to database

void DeleteRecipe(Recipe); // delete recipe in database

void EditRecipe(Recipe); // edit recipe in database

void SearchRecipe(Recipe); // search recipe in database

vector<Recipe> GetRecipes(); // get recipe in database

};

/\* Class related to the Recipe, and can do about the Ingredients of recipes \*/

class Recipe {

string name;

unsigned int time;

vector<Ingredients> ingredients; // vector of ingredients

vector<string> ingredients\_explanation; // vector of explanations of ingredients

public:

string GetName();

void SetName(string Name);

unsigned int GetTime();

void SetTime(int Time);

vector<Ingredients> GetIngredients(); // get ingredients of recipe

void SetIngredients(Ingredients); // set ingredients of recipe

vector<string> Getexplanation(); // get explanations of recipe

void SetExplanation(string ingredients\_explanation); // set explanations of recipe

};

/\* When we add Ingredients of recipes, we use this class \*/

class Ingredients {

private:

string name;

string quantity;

public:

string GetName();

void SetName(string name);

string GetQuantity();

void SetQuantity(string quantity);

};