

**SECJ1023 PROGRAMMING TECHNIQUE II**  
**SEMESTER 2, 2023/2024**

**GROUP PROJECT DELIVERABLE 4**  
**PROJECT FINALE**

# **MOVIE RECOMMENDATION SYSTEM**

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**Section : 4**  
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# TOPICS

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Description

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Project  
Design

3

OO Concepts  
Employed

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Demonstration



# 1.0 PROJECT DESCRIPTION

The Movie Recommendation System is an advanced information filtering solution designed to enhance user experience by providing personalized movie recommendations. This system which is based on the ideas of a tailored user experience by making use of sophisticated algorithms to examine user interactions, behavior and preferences. At the same time, this system is able to keep track of variables like movie ratings, viewing history and preferred genres.

## OBJECTIVES

- Improve user satisfaction by offering personalized movie suggestions.
- Broaden users' viewing experiences by suggesting diverse content.
- Maintain strong focus on user feedback to continuously enhance the system.



# 2.0 PROJECT DESIGN



Flow Chart

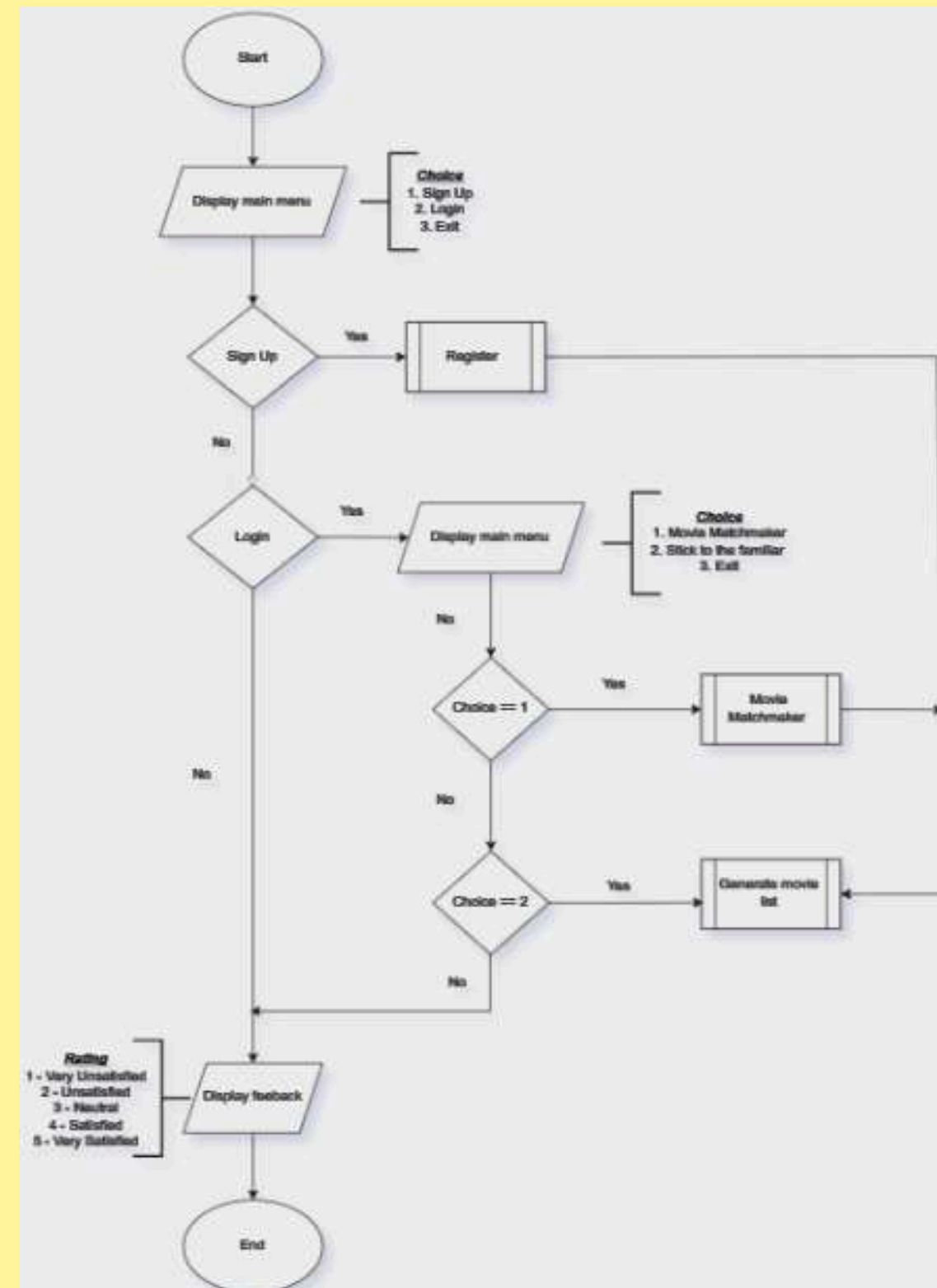


UML  
Diagram



# 2.0 PROJECT DESIGN

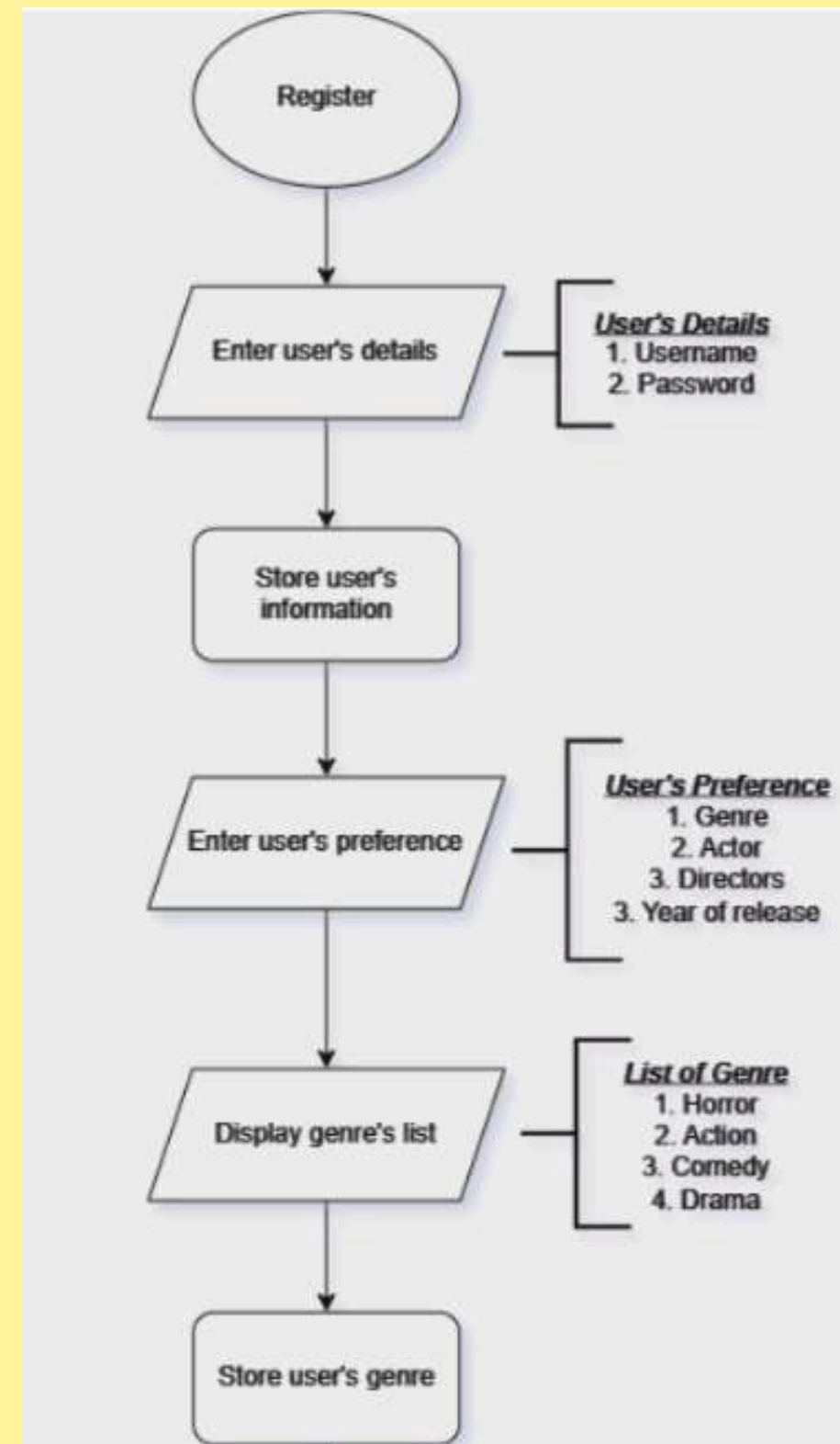
## • FLOW CHART (MAIN PROCESS)





# 2.0 PROJECT DESIGN

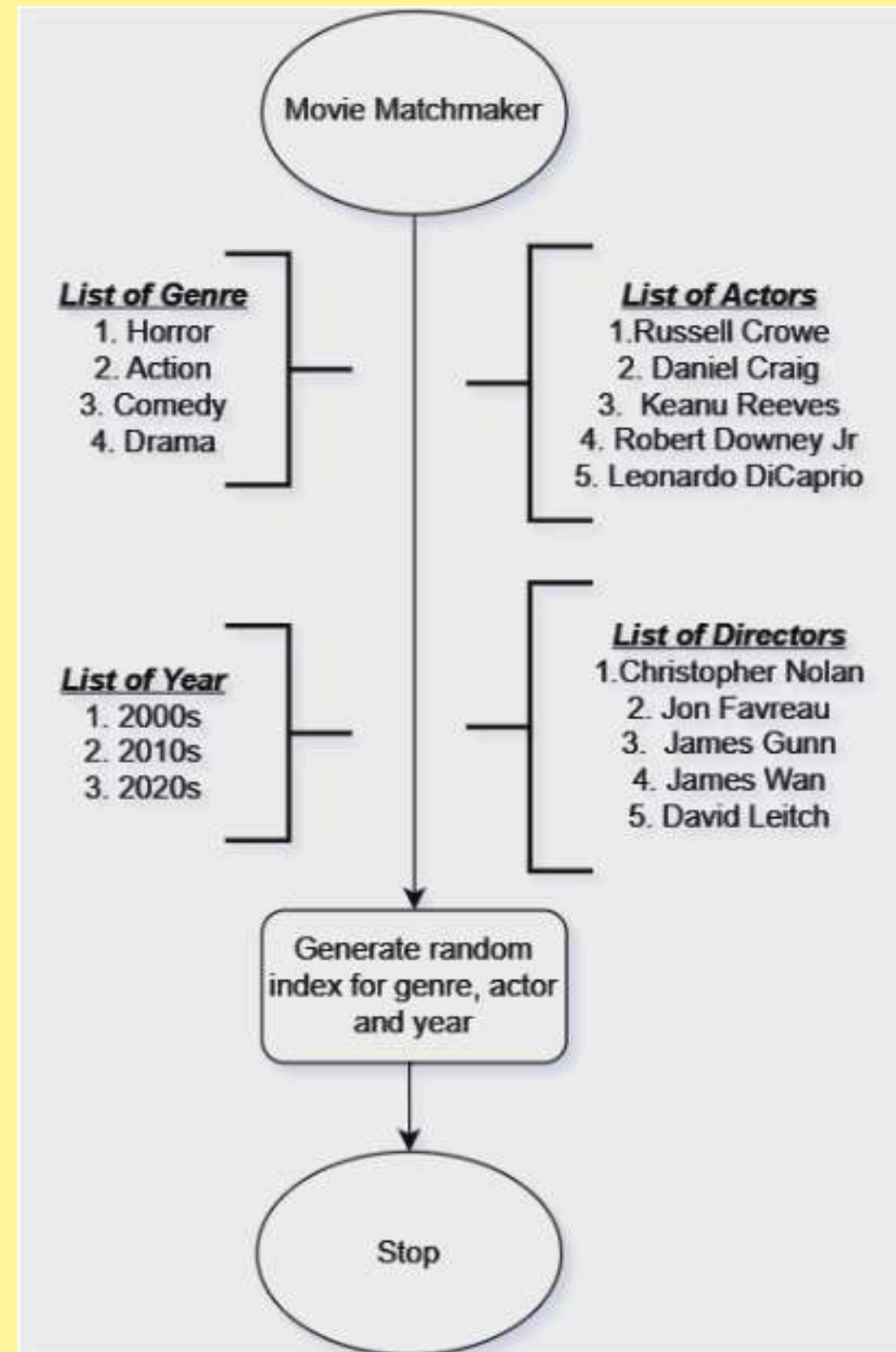
## • FLOW CHART (REGISTRATION PROCESS)





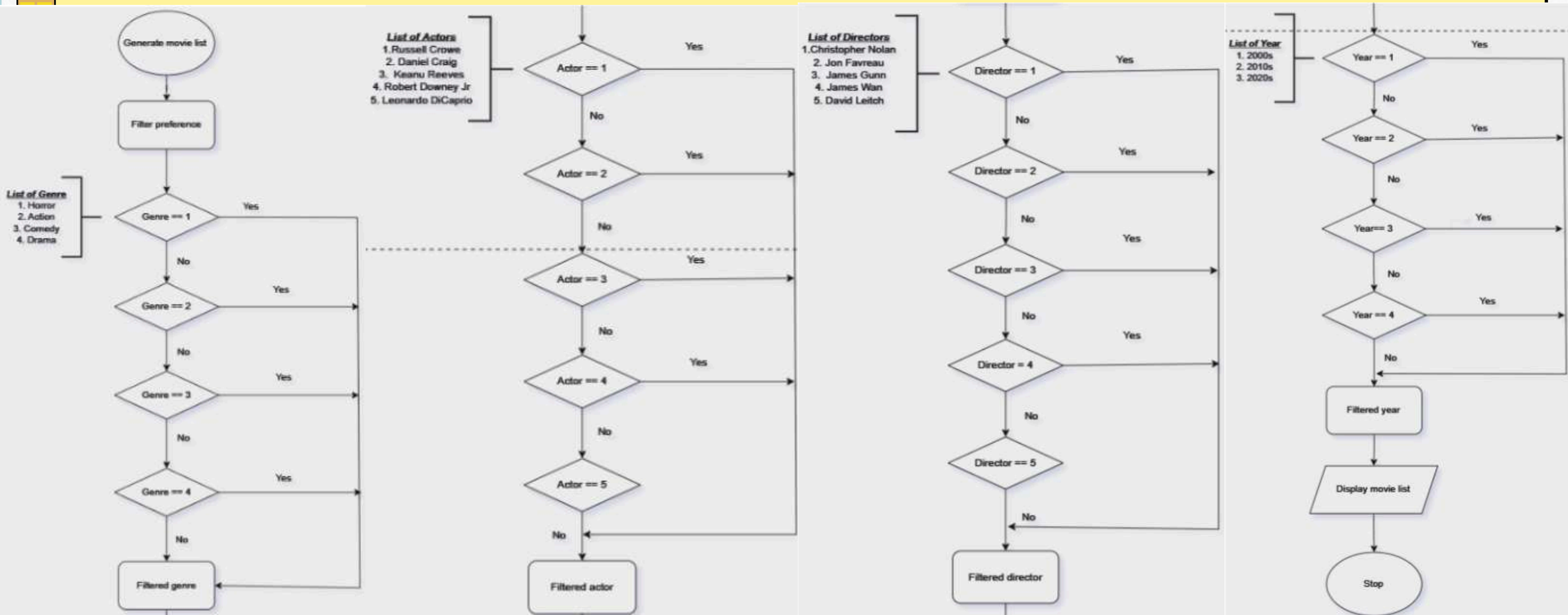
# 2.0 PROJECT DESIGN

## • FLOW CHART (MOVIE MATCHMAKER)



# 2.0 PROJECT DESIGN

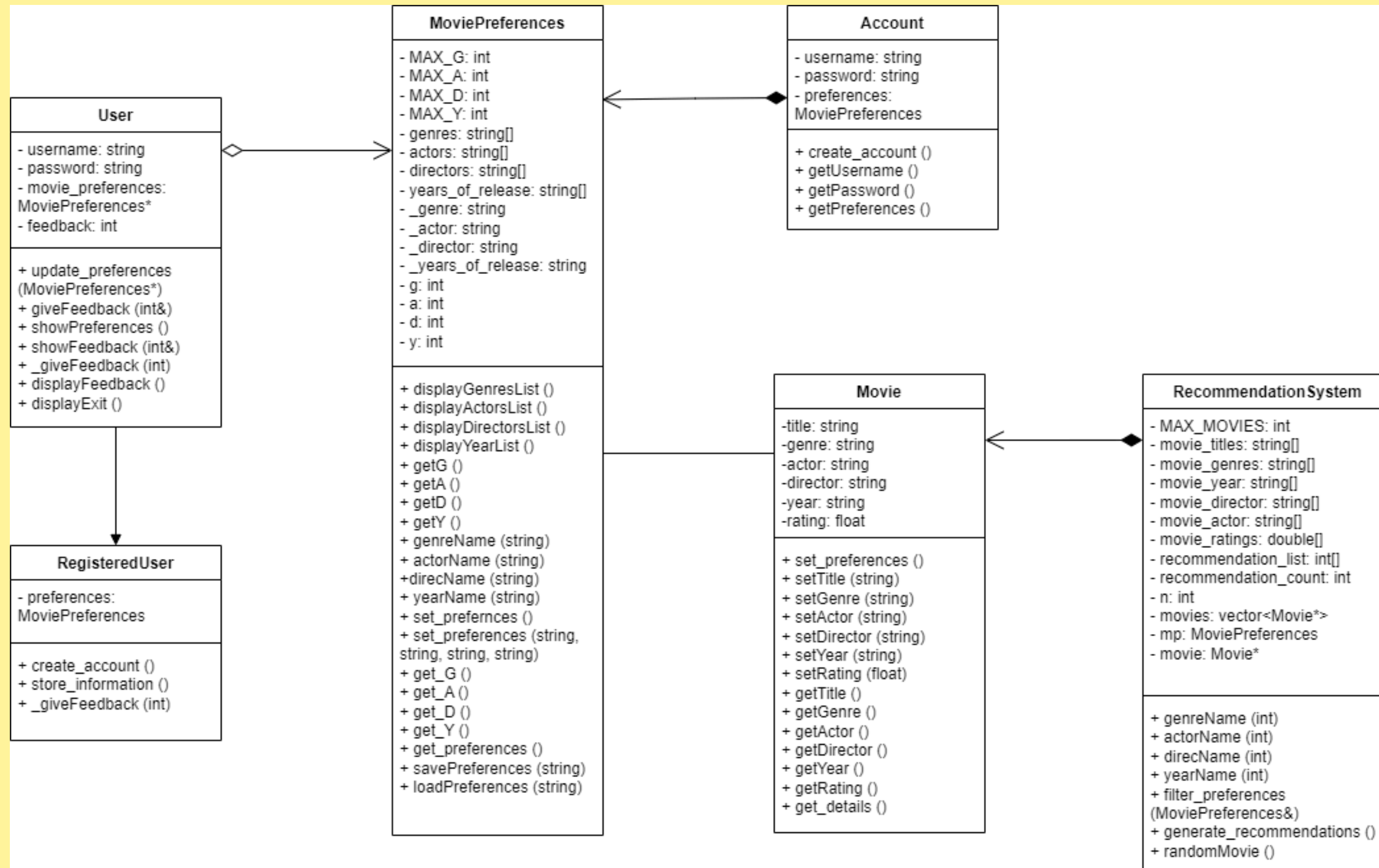
## • FLOW CHART (GENERATE MOVIE LIST)





# 2.0 PROJECT DESIGN

## • UML DIAGRAM





# 3.000 CONCEPTS EMPLOYED

## • ENCAPSULATION

```
// MoviePreferences class
class MoviePreferences {
private:
    static const int MAX_G = 4, MAX_A = 5, MAX_D = 5, MAX_Y = 3;
    string genres[MAX_G] = {"Horror", "Action", "Comedy", "Drama"};
    string actors[MAX_A] = {"Russell Crowe", "Daniel Craig", "Keanu Reeves", "Robert Downey Jr", "Leonardo DiCaprio"};
    string directors[MAX_D] = {"Christopher Nolan", "Jon Favreau", "James Gunn", "James Wan", "David Leitch"};
    string years_of_release[MAX_Y] = {"2000s", "2010s", "2020s"};
    string _genre, _actor, _director, _years_of_release;
    int g, a, d, y;

public:
    MoviePreferences(string genre = "", string actor = "", string director = "", string year = "")
        : _genre(genre), _actor(actor), _director(director), _years_of_release(year) {}
    ~MoviePreferences() {}

    // Display genre
    void displayGenresList() {
        do {
            cout << " Genres's List :" << endl;
            for (int i = 0; i < MAX_G; ++i)
                cout << " " << i+1 << " - " << genres[i] << endl;
            cout << " Choose one of the Genres => ";
            cin >> g;

            if (g <= 0 || g > MAX_G) {
                cout << endl;
                cout << " *** INVALID. Please choose between 1 - " << MAX_G << " ****" << endl << endl << endl;
            }
        } while (g <= 0 || g > MAX_G);
        cout << endl;
    }

    // Display actor
    void displayActorsList() {
        do {
            cout << " Actor's List :" << endl;
            for (int i = 0; i < MAX_A; ++i)
                cout << " " << i+1 << " - " << actors[i] << endl;
            cout << " Choose one of the Actors => ";
            cin >> a;
        } while (a <= 0 || a > MAX_A);
        cout << endl;
    }
};
```



```

// Display actor
void displayActorsList() {
    do {
        cout << " Actor's List :" << endl;
        for (int i = 0; i < MAX_A; ++i)
            cout << " " << i+1 << " - " << actors[i] << endl;
        cout << " Choose one of the Actors => ";
        cin >> a;

        if (a <= 0 || a > MAX_A) {
            cout << endl;
            cout << " *** INVALID. Please choose between 1 - " << MAX_A << " ***" << endl << endl << endl;
        }
    } while (a <= 0 || a > MAX_A);
    cout << endl;
}

// Display director
void displayDirectorsList() {
    do {
        cout << " Director's List :" << endl;
        for (int i = 0; i < MAX_D; ++i)
            cout << " " << i+1 << " - " << directors[i] << endl;
        cout << " Choose one of the Directors => ";
        cin >> d;

        if (d <= 0 || d > MAX_D) {
            cout << endl;
            cout << " *** INVALID. Please choose between 1 - " << MAX_D << " ***" << endl << endl << endl;
        }
    } while (d <= 0 || d > MAX_D);
    cout << endl;
}

// Display year
void displayYearList() {
    do {
        cout << " YEAR of RELEASE LIST :" << endl;
        for (int i = 0; i < MAX_Y; ++i)
            cout << " " << i+1 << " - " << years_of_release[i] << endl;
    }
}

```



```

// Display year
void displayYearList() {
    do {
        cout << " YEAR of RELEASE LIST : " << endl;
        for (int i = 0; i < MAX_Y; ++i)
            cout << " " << i+1 << " - " << years_of_release[i] << endl;
        cout << " Choose one of the Years => ";
        cin >> y;

        if (y <= 0 || y > MAX_Y) {
            cout << endl;
            cout << " *** INVALID. Please choose between 1 - " << MAX_Y << " ***" << endl << endl << endl;
        }
    } while (y <= 0 || y > MAX_Y);
    cout << endl << endl << endl;
}

```

```

// Set user's preferences
void set_preferences() {
    if (g > 0 && g <= MAX_G) { _genre = genres[g - 1]; }
    if (a > 0 && a <= MAX_A) { _actor = actors[a - 1]; }
    if (d > 0 && d <= MAX_D) { _director = directors[d - 1]; }
    if (y > 0 && y <= MAX_Y) { _years_of_release = years_of_release[y - 1]; }
}

// Set user's preference
void set_preferences(string _g, string _a, string _d, string _y) {
    _genre = _g;
    _actor = _a;
    _director = _d;
    _years_of_release = _y;
}

// Getter function
string get_G () const { return _genre; }
string get_A () const { return _actor; }
string get_D () const { return _director; }
string get_Y () const { return _years_of_release; }

// Display preferences
void get_preferences() const {
    cout << " YOUR PREFERENCES:" << endl;
    cout << "-----" << endl;
    cout << " Genre          => " << _genre << endl;
    cout << " Actor           => " << _actor << endl;
    cout << " Director        => " << _director << endl;
    cout << " Year of Release => " << _years_of_release << endl << endl << endl;
}

```



```

// Movie class
class Movie {
private:
    string title, genre, actor, director, year;
    float rating;

public:
    Movie(string t = "", string g = "", string a = "", string d = "", string y = "", float r = 0)
        : title(t), genre(g), actor(a), director(d), year(y), rating(r) {}

    // Pure virtual function for setting preferences
    virtual void set_preferences(){}

    // Setter functions
    void setTitle(string t) { title = t; }
    void setGenre(string g) { genre = g; }
    void setActor(string a) { actor = a; }
    void setDirector(string d) { director = d; }
    void setYear(string y) { year = y; }
    void setRating(float r) { rating = r; }

    // Getter functions
    string getTitle() const { return title; }
    string getGenre() const { return genre; }
    string getActor() const { return actor; }
    string getDirector() const { return director; }
    string getYear() const { return year; }
    float getRating() const { return rating; }
}

```



```
// Display movie's details
void get_details() const {
    cout << "  Title           : " << title << endl;
    cout << "  Genre            : " << genre << endl;
    cout << "  Actor             : " << actor << endl;
    cout << "  Director          : " << director << endl;
    cout << "  Year of Release   : " << year << endl;
    cout << "  Rating            : " << rating << endl << endl;
}
};
```



## • AGGREGATION

```
// User class
// Aggregation
class User {
protected:
    string username, password;
    MoviePreferences* movie_preferences;
    int feedback;

public:
    User(const string& uname, const string& pwd) : username(uname), password(pwd) {}

    // Update movie preferences
    void update_preferences(MoviePreferences* preferences) {
        movie_preferences = preferences;
    }

    // Feedback
    void giveFeedback(int& feedback) {
        this -> feedback = feedback;
    }

    // Show movie preferences
    void showPreferences() const {
        movie_preferences->get_preferences();
    }
}
```



```
// Reply to user feedback
void showFeedback(int& feedback) const {
    switch (feedback) {
        case 1 : cout << " (Y_Y) We're sorry to hear about your bad experience and appreciate you bringing this to our attention." << endl;
            break;
        case 2 : cout << " (UwU) We're sorry to hear about your negative experience, that's definitely not what we want for our customers." << endl;
            break;
        case 3 : cout << " (O.O) We're really grateful and appreciate you taking the time to share your rating with us." << endl;
            break;
        case 4 : cout << " (^.^) We're really happy to hear about your positive feedback!" << endl;
            break;
        case 5 : cout << " (^3^) We're glad that you enjoyed our service!" << endl;
            break;
        default : cout << " *** Invalid Rating ***" << endl;
            break;
    }
}

// Pure virtual function
virtual void _giveFeedback(int feedback) {
    this->feedback = feedback;
}
```



```

}

// Display feedback menu
void displayFeedback () {
    int feedback;
    cout << " * * * * * " << endl;
    cout << " *   FEEDBACK   * " << endl;
    cout << " *   -----   * " << endl;
    cout << " *   1 - Very Unsatisfied   (Y_Y)   * " << endl;
    cout << " *   2 - Unsatisfied         (UwU)   * " << endl;
    cout << " *   3 - Neutral             (O.O)   * " << endl;
    cout << " *   4 - Satisfied           (^.^)   * " << endl;
    cout << " *   5 - Very Satisfied      (^3^)   * " << endl;
    cout << " * * * * * " << endl;
    cout << " Please rate our system from 1 to 5: ";

}

// Display exit menu
void displayExit() {
    cout << endl << endl << endl;
    cout << "\t\t\t* * * * * " << endl;
    cout << "\t\t\t>>> Thank you for using our system , see you again next time! <<< " << endl;
    cout << "\t\t\t* * * * * " << endl << endl;
}

};

```



## • COMPOSITION

```
// Account class
// Composition
class Account {
private:
    string username, password;
    MoviePreferences preferences;

public:
    Account(const string& uname = "", const string& pwd = "", MoviePreferences pref = MoviePreferences())
        : username(uname), password(pwd), preferences(pref) {}

    // Getter function
    const string& getUsername () const { return username; }
    const string& getPassword () const { return password; }

    // Create new account
    void create_account() {
        cout << "-----" << endl;
        cout << "  Enter username: ";
        getline(cin, username);
        cout << "  Enter password: ";
        getline(cin, password);
        cout << endl;
    }

    MoviePreferences getPreferences() const { return preferences; }
};
```



## • COMPOSITION & AGGREGATION

```
// Composition & Aggregation
class RecommendationSystem {
private:
    static const int MAX_MOVIES = 120;
    string movie_titles[MAX_MOVIES];
    string movie_genres[MAX_MOVIES];
    string movie_year[MAX_MOVIES];
    string movie_director[MAX_MOVIES];
    string movie_actor[MAX_MOVIES];
    double movie_ratings[MAX_MOVIES];
    int recommendation_list[MAX_MOVIES];
    int recommendation_count;
    int n;

    vector<Movie*> movies;
    MoviePreferences mp;
    Movie* movie;

public:
    RecommendationSystem() : n(0), recommendation_count(0) {
        // Read the INPUT2 file
        ifstream inputFile("INPUT2.txt");
        if (!inputFile.is_open()) {
            cerr << " Error opening input file 'INPUT2.txt'" << endl;
            return;
        }
    }
}
```



```

for (int i = 0; i < MAX_MOVIES; i++) {
    string title, genre, year, director, actor;
    double rating;

    getline(inputFile, title, ',');
    getline(inputFile, genre, ',');
    getline(inputFile, year, ',');
    getline(inputFile, director, ',');
    getline(inputFile, actor, ',');
    inputFile >> rating;
    inputFile.ignore();

    movie_titles[i] = title;
    movie_genres[i] = genre;
    movie_year[i] = year;
    movie_director[i] = director;
    movie_actor[i] = actor;
    movie_ratings[i] = rating;

    n++;
}
inputFile.close();

// Initialize movies vector with pointers to Movie objects
for (int i = 0; i < n; i++) {
    movies.push_back(new Movie(movie_titles[i], movie_genres[i], movie_actor[i], movie_director[i], movie_year[i], movie_ratings[i]));
}
}

```



```

// Mapping
string genreName (int n) {
    map <int, string> GName ={{1, "Horror"}, {2, "Action"}, {3, "Comedy"}, {4, "Drama"}};
    return GName[n];
}
string actorName (int n) {
    map <int, string> AName ={{1, "Russell Crowe"}, {2, "Daniel Craig"}, {3, "Keanu Reeves"}, {4, "Robert Downey Jr"}, {5, "Leonardo DiCaprio"}};
    return AName[n];
}
string direcName (int n) {
    map <int, string> DName ={{1, "Christopher Nolan"}, {2, "Jon Favreau"}, {3, "James Gunn"}, {4, "James Wan"}, {5, "David Leitch"}};
    return DName[n];
}
string yearName (int n) {
    map <int, string> YName ={{1, "2000s"}, {2, "2010s"}, {3, "2020s"}};
    return YName[n];
}

// Filter preferences
void filter_preferences(MoviePreferences& mp) {
    recommendation_count = 0;
    for (int i = 0; i < n; ++i) {
        if (movie_genres[i] == genreName(mp.getG()) && movie_year[i] == yearName(mp.getY())) {
            recommendation_list[recommendation_count++] = i;
        } else if (movie_genres[i] == mp.get_G() && movie_year[i] == mp.get_Y() ) {
            recommendation_list[recommendation_count++] = i;
        }
    }
}

```

```

// Generate movie recommendation List
void generate_recommendations() const {
    cout << "-----" << endl;
    cout << " Recommendations List:" << endl;
    cout << "-----" << endl;
    for (int i = 0; i < recommendation_count; ++i) {
        int index = recommendation_list[i];
        movies[index]->get_details();
    }
}

// Movie Matchmaker : Generate random movie List
void randomMovie () {
    cout << "-----" << endl;
    cout << " Movie Matchmaker List:" << endl;
    cout << "-----" << endl;
    int index;

    // To avoid duplicate
    bool choosen[MAX_MOVIES] = {false};

    // Randomly generate 10 movies only
    for (int i = 0; i < 10; i++) {
        do {
            index = rand() % movies.size();
        } while (choosen[index]);
        if (choosen[index] = true)
            movies[index]->get_details();
    }
}
};

```



## • INHERITANCE

```
// RegisteredUser class
// Inheritance
class RegisteredUser : public User {
private:
    MoviePreferences preferences;

public:
    RegisteredUser(const string& uname, const string& pwd, const MoviePreferences& pref)
        : User(uname, pwd), preferences(pref) {}

    // Indicate new account is created
    void create_account() {
        cout << "Account created successfully for user: " << username << endl;
    }

    // Indicate user's information is stored
    void store_information() {
        cout << "Storing information for user: " << username << endl;
    }

    // Override the virtual function
    void _giveFeedback(int feedback) override {
        // Specific implementation for giveFeedback in RegisteredUser
        this->feedback = feedback;
        User::giveFeedback(feedback);
    }
};
```



## • POLYMORPHISM

```
// Pure virtual function for setting preferences  
virtual void set_preferences(){}  
  
// Setter functions
```

```
}  
  
// Pure virtual function  
virtual void _giveFeedback(int feedback) {  
    this->feedback = feedback;  
}
```

```
// Override the virtual function  
void _giveFeedback(int feedback) override {  
    // Specific implementation for giveFeedback in RegisteredUser  
    this->feedback = feedback;  
    User::giveFeedback(feedback);  
}
```



## • ARRAY OF OBJECTS

```
// RecommendationSystem class
```

```
// Composition & Aggregation
```

```
class RecommendationSystem {
```

```
private:
```

```
    static const int MAX_MOVIES = 120;
```

```
    string movie_titles[MAX_MOVIES];
```

```
    string movie_genres[MAX_MOVIES];
```

```
    string movie_year[MAX_MOVIES];
```

```
    string movie_director[MAX_MOVIES];
```

```
    string movie_actor[MAX_MOVIES];
```

```
    double movie_ratings[MAX_MOVIES];
```

```
    int recommendation_list[MAX_MOVIES];
```

```
    int recommendation_count;
```

```
    int n;
```

```
// MoviePreferences class
```

```
class MoviePreferences {
```

```
private:
```

```
    static const int MAX_G = 4, MAX_A = 5, MAX_D = 5, MAX_Y = 3;
```

```
    string genres[MAX_G] = {"Horror", "Action", "Comedy", "Drama"};
```

```
    string actors[MAX_A] = {"Russell Crowe", "Daniel Craig", "Keanu Reeves", "Robert Downey Jr", "Leonardo DiCaprio"};
```

```
    string directors[MAX_D] = {"Christopher Nolan", "Jon Favreau", "James Gunn", "James Wan", "David Leitch"};
```

```
    string years_of_release[MAX_Y] = {"2000s", "2010s", "2020s"};
```

```
    string _genre, _actor, _director, _years_of_release;
```

```
    int g, a, d, y;
```

## • ADVANCED FEATURES

```
// Mapping
string genreName (int n) {
    map <int, string> GName ={{1, "Horror"}, {2, "Action"}, {3, "Comedy"}, {4, "Drama"}};
    return GName[n];
}
string actorName (int n) {
    map <int, string> AName ={{1, "Russell Crowe"}, {2, "Daniel Craig"}, {3, "Keanu Reeves"}, {4, "Robert Downey Jr"}, {5, "Leonardo DiCaprio"}};
    return AName[n];
}
string direcName (int n) {
    map <int, string> DName ={{1, "Christopher Nolan"}, {2, "Jon Favreau"}, {3, "James Gunn"}, {4, "James Wan"}, {5, "David Leitch"}};
    return DName[n];
}
string yearName (int n) {
    map <int, string> YName ={{1, "2000s"}, {2, "2010s"}, {3, "2020s"}};
    return YName[n];
}
```

```
vector<Movie*> movies;
MoviePreferences mp;
Movie* movie;
```



# 4.0 SYSTEM DEMONSTRATION

0.0

- Sign Up
- Login
- Exit

```
* * * * *
*      (^_^)/  WELCOME TO MOVIE RECOMMENDATION SYSTEM  (^_^)/
*
* * * * *
```


```
1 - Sign Up
2 - Login
3 - Exit
Choose 1, 2 or 3 : |
```

**1 - SIGN UP FOR NEW USER**  
**2 - LOGIN FOR OLD USER**  
**3 - EXIT THE SYSTEM**



# 4.0 SYSTEM DEMONSTRATION

1.0

- New user? --> Sign Up 
- Old user? --> Login
- Exit

ENTER USERNAME & PASSWORD

USER SIGN UP

Enter username: Ethan  
Enter password: ethan99

Sign Up Successful!

USER SIGN UP

Enter username: Ethan  
Enter password: ethan99

Username already exists. Please choose a different username.

Sign Up Failed!

USER SIGN UP

Enter username:

**DUPLICATE USERNAME  
& PASSWORD**

Genres's List :

- 1 - Horror
- 2 - Action
- 3 - Comedy
- 4 - Drama

Choose one of the Genres => 3

Actor's List :

- 1 - Russell Crowe
- 2 - Daniel Craig
- 3 - Keanu Reeves
- 4 - Robert Downey Jr
- 5 - Leonardo DiCaprio

Choose one of the Actors => 5

Director's List :

- 1 - Christopher Nolan
- 2 - Jon Favreau
- 3 - James Gunn
- 4 - James Wan
- 5 - David Leitch

Choose one of the Directors => 2

YEAR of RELEASE LIST :

- 1 - 2000s
- 2 - 2010s
- 3 - 2020s

Choose one of the Years => 3

Preferences saved successfully!  
YOUR PREFERENCES:


Genre => Comedy  
Actor => Leonardo DiCaprio  
Director => Jon Favreau  
Year of Release => 2020s

**SELECT  
PREFERENCES**



# 4.0 SYSTEM DEMONSTRATION

1.0

- New user? --> Sign Up 
- Old user? --> Login
- Exit

## GENERATE MOVIE LIST

Recommendations List:

```
Title      : Palm Springs
Genre      : Comedy
Actor      : Andy Samberg
Director   : Max Barbakow
Year of Release : 2020s
Rating     : 7.4

Title      : Borat Subsequent Moviefilm
Genre      : Comedy
Actor      : Sacha Baron Cohen
Director   : Jason Woliner
Year of Release : 2020s
Rating     : 6.7

Title      : The King of Staten Island
Genre      : Comedy
Actor      : Pete Davidson
Director   : Judd Apatow
Year of Release : 2020s
Rating     : 7.1

Title      : Eurovision Song Contest: The Story of Fire Saga
Genre      : Comedy
Actor      : Will Ferrell
Director   : David Dobkin
Year of Release : 2020s
Rating     : 6.5

Title      : Bad Trip
Genre      : Comedy
Actor      : Eric Andre
Director   : Kitao Sakurai
Year of Release : 2020s
Rating     : 6.5

Title      : Barb and Star Go to Vista Del Mar
Genre      : Comedy
Actor      : Kristen Wiig
```

3

## FEEDBACK FROM USER

```
* * * * *
* FEEDBACK
* -----
* 1 - Very Unsatisfied (Y_Y)
* 2 - Unsatisfied      (UwU)
* 3 - Neutral          (O.O)
* 4 - Satisfied        (^.^)
* 5 - Very Satisfied   (^3^)
* * * * *
```

```
Please rate our system from 1 to 5: 4

(^.^) We're really happy to hear about your positive feedback!

* * * * *
* >>> Thank you for using our system , see you again next time! <<<
* * * * *
```

Press any key to continue . . . |

4



# 4.0 SYSTEM DEMONSTRATION

2.0

- New user? --> Sign Up
- Old user? --> Login
- Exit



## 1 - MOVIE MATCHMAKER

### USER LOGIN

Enter username: Ethan  
Enter password: ethan99

Login Successful!

Welcome to our Movie Recommendation System, Ethan! (^o^)/

```
* * * * *
* 1 - Need Something Fresh? ---> Movie MatchMaker *
* 2 - Stick with the familiar.                      *
* 3 - Exit                                           *
* * * * *
Choose 1, 2 or 3: |
```

## GENERATE MOVIE LIST

### Movie Matchmaker List:

Title : The Social Network  
Genre : Drama  
Actor : Jesse Eisenberg  
Director : David Fincher  
Year of Release : 2010s  
Rating : 7.7

Title : Us  
Genre : Horror  
Actor : Lupita Nyong'o  
Director : Jordan Peele  
Year of Release : 2010s  
Rating : 6.9

Title : The Descent  
Genre : Horror  
Actor : Shauna Macdonald  
Director : Neil Marshall  
Year of Release : 2000s  
Rating : 7.2

Title : Get Out  
Genre : Horror  
Actor : Daniel Kaluuya  
Director : Jordan Peele  
Year of Release : 2010s  
Rating : 7.7



# 4.0 SYSTEM DEMONSTRATION

2.0

- New user? --> Sign Up
- Old user? --> Login
- Exit



## 2 - STICK WITH THE FAMILIAR

### USER LOGIN

Enter username: Ethan  
Enter password: ethan99

Login Successful!

Welcome to our Movie Recommendation System, Ethan! (^o^)/

```
* * * * *
* 1 - Need Something Fresh? ---> Movie MatchMaker *
* 2 - Stick with the familiar.                      *
* 3 - Exit                                           *
* * * * *
Choose 1, 2 or 3: |
```

### YOUR PREFERENCES:

Genre => Comedy  
Actor => Leonardo DiCaprio  
Director => Jon Favreau  
Year of Release => 2020s

### Recommendations List:

Title : Palm Springs  
Genre : Comedy  
Actor : Andy Samberg  
Director : Max Barbakow  
Year of Release : 2020s  
Rating : 7.4

Title : Borat Subsequent Moviefilm  
Genre : Comedy  
Actor : Sacha Baron Cohen  
Director : Jason Woliner  
Year of Release : 2020s  
Rating : 6.7

Title : The King of Staten Island  
Genre : Comedy  
Actor : Pete Davidson  
Director : Judd Apatow  
Year of Release : 2020s  
Rating : 7.1

Title : Eurovision Song Contest: The Story of Fire Saga  
Genre : Comedy  
Actor : Will Ferrell  
Director : David Dobkin  
Year of Release : 2020s

DISPLAY  
USER'S STORED  
PREFERENCES AND  
GENERATE MOVIE LIST



# 4.0 SYSTEM DEMONSTRATION

2.0

- New user? --> Sign Up
- Old user? --> Login
- Exit ✓

3 - EXIT

```
* * * * *
* 1 - Need Something Fresh? ---> Movie MatchMaker *
* 2 - Stick with the familiar. *
* 3 - Exit *
* * * * *
Choose 1, 2 or 3: 3
```

```
* * * * *
* FEEDBACK *
* ----- *
* 1 - Very Unsatisfied (Y_Y) *
* 2 - Unsatisfied (UwU) *
* 3 - Neutral (O.O) *
* 4 - Satisfied (^.^) *
* 5 - Very Satisfied (^3^) *
* * * * *
Please rate our system from 1 to 5: 5
```

(^3^) We're glad that you enjoyed our service!

```
* * * * *
>>> Thank you for using our system , see you again next time! <<<
* * * * *
```

Press any key to continue . . . |

GET USER'S FEEDBACK  
BEFORE EXIT THE  
SYSTEM





**THANK YOU**