// There has been a bangle store that contain the bangles of various colors,

// whenever a user come to buy the bangles you should ask user about the color of bangles

// and ask him/her about the number of bangles and create a linked list of bangles according to choice of users.

//You should display a menu to user.

#include<iostream>

#include<string>

using namespace std;

struct Bangle

{

string color;

Bangle \*next;

};

//////////////////////////////////////

class store

{

int numbr\_of\_bangles;

Bangle \*bangles; //head

public:

store()

{

numbr\_of\_bangles = 0;

bangles = NULL;

this->manu();

}

//////////////////////////////////////

void add\_bangle(string color)

{

Bangle \*newBangle = new Bangle;

newBangle->color = color;

newBangle->next=bangles;

bangles=newBangle;

}

//////////////////////////////////

void make\_list()

{

cout << "How many bangles you want:";

cin >> this->numbr\_of\_bangles;

string color;

cout << "Color of Bangles:";

//cin >> color;

for (int i = 0; i < this->numbr\_of\_bangles; i++)

{

cout<<"enter color";

cin>>color;

this->add\_bangle(color);

}

}

////////////////////////////////////////

void Display()

{

Bangle \*cur = this->bangles;

int i = 1;

if (cur == NULL)

{

cout << "list is empty" << endl;

}

else

{

while (cur != NULL)

{

cout << i << " color:" << cur->color << endl;

cur = cur->next;

i++;

}

}

}

/////////////////////////////////////////////////

void manu()

{

char choice;

bool flage = true;

while (flage)

{

cout << "What do u want:" << endl;

cout << "1->Buy Bangles\n2->Disply\_Your\_Order\n3->Exit" << endl;

cin >> choice;

switch (choice)

{

case '1':

this->make\_list();

break;

case '2':

this->Display();

break;

case '3':

flage = false;

break;

default:

break;

}

}

}

/////////////////////////////////////

~store()

{

delete this->bangles;

bangles = NULL;

}

};

//////////////////////////////////////

int main()

{

store s;

system("pause");

return 0;

}