#include <iostream>

#include "event.h" // Include header file for the event class

#include "timeTable.h" // Include header file for the timeTable class

#include <string>

#include <fstream> // Include file input/output stream

using namespace std;

int main()

{

// Open a file named "data.txt"

fstream file("data.txt");

// Create some event objects

vector<int> ID{ 123, 234, 345 };

event event1(1, "event1", ID);

event event2(2, "EVENT2", 9.30, 11.30, 1, ID);

event event6(6, "EVENT6", 3.23, 5.20, 1, ID);

event event3(3, "EVENT3", 3.23, 5.20, 1, ID);

event event4(4, "EVENT4", 10.00, 23.00, 2, ID);

event event5(5, "EVENT5", 9.30, 11.30, 2, ID);

// Create two timeTable objects and initialize

timeTable test(vector<event>{event2, event3, event4, event1, event5});

timeTable memory(vector<event>{event1, event2, event3, event4, event5, event6});

timeTable newConstructor(event1);//initialize with only one event object

// Output the initial contents of memory

cout << " memory initial" << endl;

memory.outTimeTable();

cout << endl;

// Add event6 to the test timetable

cout << "add event6" << endl;

test.addEventToTimetable(event6);//add event

test.timeConfilctCheck();

test.outTimeTable();

cout << endl;

// Delete event5 from the test timetable

cout << "delete event5" << endl;

test.deletEvent(5);//event code as parameter to delete

test.outTimeTable();

cout << endl;

// Modify event1 in the test timetable

cout << "modify event1" << endl;

vector<int> ID2 = test.getEventParticipants(1);//get original ID vector

ID2.push\_back(789);//modify ID vector

test.updateFrom(event(1, "event1", 10.00, 23.00, 1, ID2));//modify event1

test.outTimeTable();

cout << endl;

// Update the test timetable to memory

cout << "update test timetable to memory" << endl;

memory.updateFrom(test);//This function can also take the timetable class as a parameter

memory.outTimeTable();

// Save the contents of memory to a file named "data.txt"

memory.saveToFile(file, "data.txt");

}

电脑萤幕的截图

描述已自动生成