* **I believe All tasks are done.**

**Main Idea:**

At the start, you have two options log in or register.

The admin account is preset (login is admin / password is admin)

Only the admin can add or delete pets and customers.

As a user, you can check various data, and shop to buy or rent pets.

Pet manager acts as a tool to communicate with your pets, you can feed, play, and change their names.

Rent / Trial and various energy levels act in the way that when you rent or buy a pet, it saves time, and on pet check - program compares current time and time of purchases, if you feed or play with pets, new time is saved.

TRIAL PERIOD = 180 seconds, then it automatically returns the shop

100 % of ALL ENERGY = 180 seconds.

If energy drops below 50% or 90 seconds then pets will ask for attention, food or play.

All energy and trial checks happen only on the pet check - on the pet manager page!

P.S. I think I used the “Rent” word instead of trial a lot, I meant trial of course.

**Explain recursive.**

The bug happens when I delete something from the vector and continue iteration, it checks the same index twice and causes errors, I see three options to fix this.

* on delete stop loop and start from the beginning ***(I chose this - stupid I know)***
* use some kind of index, and on deleted we make i--;
* Or make pre-delete statements and delete them in a separate loop.

**CODE STRUCTURE**

**MAIN CPP**

**IF NOT LOGGED IN:**

* Login (Login: admin / password: admin -> to log in as admin)
* Register

**IF LOGGED IN:**

**If Admin: (**to login as Admin, login admin password: admin premade)

* Check all Customers.
* Add Customers
* Delete Customers
* Check All Pets
* Add Pet
* Delete Pet
* Log out.

**If user:**

* Check Balance
* Add balance.
* Change Address
* Open Pet Manager
* Open Shop
* Log out

**SHOP CPP**

* Check All available Pets.
* Buy Pet
* Rent Pet
* Exit

**PET MANAGER CPP**

* Check All this user Pets (shows Energy Level, rent time remaining etc.)
* Change Pet name (if you are the owner)
* Feed All pets (return energy and food LVL back to 100%)
* Play With All pets (return Mood and Friendliness back to 100%
* Show how many pets are on trial, and how many were bought for this user.

**GitHub**

https://github.com/leoner90/courswork2.git