using System;

using CivCampusExercise\_2021.models;

namespace CivCampusExercise\_2021

{

    public class UI

    {

        public TeachingBuilding TD { get; set; }

        public AmenitiesBuilding GE { get; set; }

        public AmenitiesBuilding Library { get; set; }

        public UI() {

            this.TD = new TeachingBuilding("TD");

            this.GE = new AmenitiesBuilding("GE", "Student Amenities", 6, 22);

            this.Library = new AmenitiesBuilding("LIB", "Library", 8, 20);

        }

        public void Init() {

            TopMenu();

        }

        public void TopMenu() {

            Console.WriteLine("Welcome to the Swinburne building tracker - Alpha ver");

            Console.WriteLine("1. Add Room to TD building");

            Console.WriteLine("2. Get Room listing from TD building");

            Console.WriteLine("3. Get total capacity of the TD building");

            Console.WriteLine("4. Get the amount of rooms in the TD building");

            Console.WriteLine("5. Print the opening and closing times of the library");

            Console.WriteLine("6. Print the type of building that building GE is");

            Console.WriteLine("7. Exit");

            var input = Console.ReadLine();

            Console.WriteLine("=========");

            switch(input) {

                case "1":

                    this.AddRoom();

                    break;

                case "2":

                    Console.WriteLine(this.TD.ListRooms());

                    break;

                case "3":

                    Console.WriteLine(this.TD.GetBuildingCapacity());

                    break;

                case "4":

                    Console.WriteLine(this.TD.GetNumberOfRooms());

                    break;

                case "5":

                    //Console.WriteLine(this.Library.OpeningHour);

                    System.Console.WriteLine($"Library opening and closing hours are: {this.Library.OpeningHour}am to {this.Library.ClosingHour}pm");

                    break;

                case "6":

                    System.Console.WriteLine($"Type of Building is: {this.GE.Type}");

                    break;

                case "7":

                    return;

                default:

                    Console.WriteLine("Invalid Option");

                    break;

            }

            Console.WriteLine("=========");

            this.TopMenu();

        }

        public void AddRoom() {

            Console.WriteLine("What is the room number?");

            int roomNo = int.Parse(Console.ReadLine());

            Console.WriteLine("What is the room capacity?");

            int capacity = int.Parse(Console.ReadLine());

            this.TD.AddRoom(capacity,roomNo);

        }

    }

}