#ifndef OVERNIGHT\_H

#define OVERNIGHT\_H

#include "Package.h"

class OvernightPackage : public Package

{

public:

OvernightPackage( const string &, const string &, const string &,

const string &, int, const string &, const string &, const string &,

const string &, int, double, double, double );

void setOvernightFeePerOunce( double );

double getOvernightFeePerOunce() const;

virtual double calculateCost() const;

private:

double overnightFeePerOunce;

};

#include "OvernightPackage.h"

OvernightPackage::OvernightPackage( const string &sName,

const string &sAddress, const string &sCity, const string &sState,

int sZIP, const string &rName, const string &rAddress,

const string &rCity, const string &rState, int rZIP,

double w, double cost, double fee )

: Package( sName, sAddress, sCity, sState, sZIP,

rName, rAddress, rCity, rState, rZIP, w, cost )

{

setOvernightFeePerOunce( fee );

}

void OvernightPackage::setOvernightFeePerOunce( double overnightFee )

{

overnightFeePerOunce = ( overnightFee < 0.0 ) ? 0.0 : overnightFee;

}

double OvernightPackage::getOvernightFeePerOunce() const

{

return overnightFeePerOunce;

}

double OvernightPackage::calculateCost() const

{

return getWeight() \* ( getCostPerOunce() + getOvernightFeePerOunce() );

}

#include "TwoDayPackage.h"

TwoDayPackage::TwoDayPackage( const string &sName,

const string &sAddress, const string &sCity, const string &sState,

int sZIP, const string &rName, const string &rAddress,

const string &rCity, const string &rState, int rZIP,

double w, double cost, double fee )

: Package( sName, sAddress, sCity, sState, sZIP,

rName, rAddress, rCity, rState, rZIP, w, cost )

{

setFlatFee( fee );

}

void TwoDayPackage::setFlatFee( double fee )

{

flatFee = ( fee < 0.0 ) ? 0.0 : fee;

}

double TwoDayPackage::getFlatFee() const

{

return flatFee;

}