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// -----classic.h-----
// Adam Ali / Omar Aguirre CSS 343 A
// Created: 05/21/17
// Modified: 05/23/17
// -----
// Describes the ADT Classic such that a particular Movie genre can not only
// maintain a record of director, title and year (as all Movie genres do), but
// to also record the first + last name of the actor and the release month.
//
// Classic is a child class derived from Movie.
// -----
// Functionality includes:
//      - create a Classic item
//      - copy an existing Classic item
//      - destruct a Classic item
//      - retrieve attributes
//      - display details
//      - comparison operators (==, <)

#pragma once

#include <string>
#include "movie.h"
using namespace std;

class Classic : public Movie {
public:
    // -----Classic-----
    // Classic: creates a specified Classic item.
    // preconditions: strings nonempty.
    //                  1 <= month <= 12
    // postconditions: specified Classic is created.
    // -----
    Classic(string, string, int);

    // -----Classic-----
    // Classic: creates a copy of the Classic.
    // preconditions: none.
    // postconditions: a copy of the Classic is created.
    // -----
    Classic(const Classic&);

    // -----~Classic-----
    // ~Classic: frees all (static) alloc'd memory by engaging the right
    //                  sequence of destructors -- from child to parent.
    // preconditions: none.
    // postconditions: all (static) memory de-alloc'd.
    // -----
    virtual ~Classic();

    // -----getActorFName-----
    // getActorFName: obtains the lead actor's first name.
    // preconditions: none.
    // postconditions: lead actor's first name returned.
    // -----
    string getActorFName() const;

    // -----getActorLName-----
    // getActorLName: obtains the lead actor's last name.
    // preconditions: none.
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// postconditions: lead actor's last name is returned.
// -----
string getActorLName() const;

// -----getMonth-----
// getMonth: obtains the release year.
// preconditions: none.
// postconditions: release year is returned.
// -----
int getMonth() const;

// -----display-----
// display: outputs Classic details.
// preconditions: none.
// postconditions: details output to console.
//                  Classic remains unchanged.
// -----
virtual void display() const;

// -----operator==-----
// operator==: determines if both items are identical, based on
//                  attributes common to all Movie genres (unless a
//                  comparison is made with another Classic, which includes
//                  the additional attribs).
// preconditions: none.
// postconditions: true if identical, otherwise false.
// -----
virtual bool operator==(const Media&) const;

// -----operator<-----
// operator<: compares this Classic object to check if it precedes
//                  the other.
// preconditions: none.
// postconditions: true if preceding, otherwise false.
// -----
virtual bool operator<(const Media&) const {
    //if titles are equal then compare directors
    //if directors are equal then check for year published
    // if this.title < Media.title
    //     return true
    // else if this.director < Media.director
    //     return true
    // else if this.year < Media.year
    //     return true

    // return false //None of the previous conditions were met
}

private:
    const string CATEGORY = "CLASSIC"; // genre
    string actorFName; // lead actor first name
    string actorLName; // lead actor last name
    int month; // month of release
};

```