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Description: This program simulates a manager of multiple hotdogstands. The program simulates the transactaion of each

hot Dog being purchased.

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#include <iomanip>

#include <iostream>

#include <stdlib.h>

#include <time.h>

#include <ctime>

using namespace std;

class HotDogStand

{

public:

//Define variables

int HotDogNum;

int HotDogID;

//Default constructors

void set\_values();

//Memember-Functions

int set\_ID\_value();

int get\_ID\_value();

void JustSold();

};

//Description: Define the program Counter

//Pre-condition:

//Post-condition:

void counter();

//Create Constructor that will initialize each HotDogStand values to 0

//Pre-condition: No parameters

//Post-condition: No values returned

void HotDogStand::set\_values()

{

HotDogNum = 0;

HotDogID = 0;

}

//Create constructor that will initlizae each HotDogStand ID

//Pre-condition: No parameters

//Post-condition: Value HotDogID returned

int HotDogStand::set\_ID\_value()

{

srand(time(NULL));

HotDogID = rand() % 100;

return HotDogID;

}

//Create function that will increment hotdog's sold

//Pre-condition: No parameters

//Post-condition: No Values returned

void HotDogStand::JustSold()

{

HotDogNum++;

cout << endl;

cout << "Hot Dogs Sold: "<<HotDogNum << endl;

counter();//Call function

}

//Description: Counts the total number of hot dogs purchased

//Pre-condition: no parameters passed, static int created

//Post-condition: no values returned.

void counter()

{

static int count=0;

count++;

cout<<"Total HotDogSold: " << count << " hotdogs." << endl;

}

int main()

{

//Declare variable

int userchoice=0;

HotDogStand Dog1,Dog2,Dog3;

//Friendly output to welcome user

cout << "Hello and Welcome to my HotDogStand program written by Stewart Moon."<<endl;

cout << "This Program simulates running multiple hot Dog stands. Choose a stand"<<endl;

cout << "and the user can go through simulating purchasing hot dogs." << endl;

//Call Constructor to initialize each HotDogStand

Dog1.set\_values();

Dog2.set\_values();

Dog3.set\_values();

//Begin logic flow of program

do {

cout << endl;

//Prompt the user for input

cout << "Please pick a hot Dog Stand to purchase a hot dog(1-3):";

cin >> userchoice;

if (userchoice == 1)

{

cout<<"HotDogStandID: 1";

Dog1.JustSold();//call member function

}

else if (userchoice == 2)

{

cout << "HotDogStandID: 2";

Dog2.JustSold();//call member function

}

else if (userchoice == 3)

{

cout << "HotDogStandID: 3";

Dog3.JustSold();//call member function

}

} while (userchoice<=3&&userchoice>=0);

//Friendly Goodbye

cout << endl;

cout << "Thank you for using my program, Goodbye.";

return 0;

}