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**IT Work Order System**

Here is the beta version of our IT work order system. The project has 1 main menu with 3 sub menus. From the main menu you can choose to login as the administrator, login as the IT employee, or login as a regular (user) employee. You will be prompted to enter user access depending on the option you choose. The default access entries are included in the cout prompt for easy testing. The access code you enter is linked (using a map) to an employee ID. Depending on who you log in as different data will be available to you. For example if you login as a user employee you will only be able to generate work orders with your employee ID and see the work orders that were generated under your employee ID. Likewise, if you login as a certain IT employee you will only be able to sign off work that was assigned to your employee ID. Each sub menu will have options pertaining to your access level. For example the user can generate work order, the Manager can approve work orders(assign a work order id and IT employee id), and the IT employee can sign work complete on work orders they are assigned to. 4 CSV resource files exist for this project pendingWorkOrders, activeWorkOrders, completeWorkOrders, and employees. Depending on the options that are chosen data will be read, and/or written, to these file utilizing the appropriate lists, queues, and link lists.

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// IT Work Order System

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// Compiler: Visual Studio 2017

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// Date: 4/17/2018

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