

# **COMP 3140 - Object Oriented Design & Prog**

**Project Stage 2:Interface Files Document** 

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### Class Person

#### Data members:

Name of Data members	Туре	Access	Definition
name	string	protected	Person's name
gender	string	protected	Person's gender
age	int	protected	Person's age

#### **Constructor and Desctructor summary:**

	Definition
Person(const string& newName,const int& newAge,const string& newGender);	Parameter constructor
Person()	Default constructor
virtual~Perosn	Destructor

#### **Member Fucntions:**

	Definition	Access
void setName(string&	Mutators(set value of name)	public
newName);		
void setAge(int& newAge);	Mutators(set value of age)	public
void setGender(string&	Mutators(set value of gender)	public
newGender);		
int getName() const;	Accessors(get name)	public
int getAge() const;	Accessors(get age)	public
int getGender() const	Accessors(get gender)	public
Virtual void printInfo() const	printInfo() function that print	public
	all member data	

## • Class Tenant : public Person

#### Data members:

Name of Data members	Туре	Access	Definition
job	string	private	Tenant's job
unitNumber	int	private	Tenant's unit Number
monthly_rent	double	private	Tenant's
			Monthly_rent
movingIn_Date	Date	private	Tenant's moving in
			date

payment_status	Char[6]	rivate	Tenant's payment
			status for six month

#### **Constructor and Desctructor summary:**

	Definition
Tenant(const string& newName,const int&	Parameter constructor
newAge, const string& newGender,const	
string& newJob, const int& newUnitNumber,	
Date newMoveIn_Day, const double&	
newMonthly_rent, char	
newPayment_status[6]);	
Tenant();	Default constructor
virtual ~Tenant();	Destructor

	Definition	Access
<pre>void setJob(const string&amp; newJob);</pre>	Mutators(set value of job)	public
void setMovingIn_Date(const Date& date);	Mutators(set value of movingIn_Date)	public
<pre>void setUnitNumber(const int&amp; newUnitNumber);</pre>	Mutators(set value of unitNumber)	public
<pre>void setMonthlyRent(const double&amp; newMonthly_rent);</pre>	Mutators(set value of monthly_rent)	public
<pre>void setPaymentStatus(char newPayment_status[6]);</pre>	Mutators(set value of payment_status)	public
string getJob() const;	Accessors(get job)	public
int getUnitNumber() const;	Accessors(get unitNumber)	public
Date getmovingIn_Date() const;	Accessors(get movingIn_Date)	public
double getMonthlyRent() const;	Accessors(get monthly_rent)	public
char* getPaymentStatus();	Accessors(get payment_status)	public
virtual void printInfo() const;	Overridden printInfo() function from base class	public

### Date Class

#### Data members:

Name of Data	Туре	Access	Definition
members			
day	string	private	Current day
month	int	private	Current month
year	double	private	current year

#### **Constructor and Desctructor summary:**

	Definition
Date(const int& newDay, const int&	Parameter constructor
newMonth, const int& newYear);	
Date();	Default constructor
Date(const Date& date);	Copy Constructor
~Date();	Destructors

	Definition	Access
void setDay(const int& newDay);	Mutators(set value of day)	public
<pre>void setMonth(const int&amp; newMonth);</pre>	Mutators(set value of month)	public
void setYear(const int& newYear);	Mutators(set value of year)	public
int getDay() const;	Accessor(get value of day)	public
int getMonth() const;	Accessor(get value of month)	public
int getYear() const;	Accessors(get value of year)	public
String getDate() const;	Return full date information	public
string convertMonth(int m) const;	Converts a numbered month into a worded one. i.e. January, Febuary, March, April etc	private
bool checkValidDate();	Checks if the given numbers is a valid date by checking if days is between 1 - 31,  Months is 1 - 12, and Year is correct.	private

# Manager Class: Public Person

#### Data members:

Name of Data	Туре	Access	Definition
members			
salary	double	private	Manager's salary
bouns	double	private	Manager's bonus
monthly_expense	double[6]	private	Manager's expense
			for each six month
hired_date	Date	private	Manager's hired date

### **Constructor and Desctructor summary:**

	Definition
Manager(const string& newName,const int&	Parameter constructor
newAge,const string& newGender,const	
Date& newHired_date, const double&	
newSalary,const double& newBouns,double	
newMonthly_expense[6]);	
Manager();	Default constructor
virtual ~Manager();	Destructor

	Definition	Access
void setHired_Date(const	Mutators(set value of hired	public
Date& date);	day)	
void setSalary(const double&	Mutators(set value of salary)	public
newSalary);		
void setBouns(const double&	Mutators(set value of	public
newBouns);	bonus)	
Void	Mutators(set value of	public
setMonthly_expense(double	monthly_expense )	
newMonthly_expense[6]);		
Date getHired_Date() const;	Accessor	public
double getSalary() const;	Accessor	public
double getBouns() const;	Accessor	public
double*getMonthly_expense();	Accessor	public
virtual void printInfo() const;	Overridden printInfo()	public
	function from base class	

# Management Class

#### Data members:

Name of Data members	Туре	Access	Definition
fileName	string	protected	File's name
totalManager_Expense	double	protected	Total manager expense for six month
totalRent	double	protected	Total rent that collected for six month
tenantArr	Tenant[100]	protected	Store information of tenant from Excel
managerArr	Manager[2]	protected	Store information of Manager from Excel
totalSalarayBonus_Expense	double	protected	Total salary and bonus for six month

### **Constructor and Desctructor summary:**

	Definition
Management(const string& newFileName);	Parameter constructor
Management();	Default constructor
virtual ~Manager();	Destructor

	Definition	Access
void profile_tenant();	Print out all tenants' profile	public
<pre>void profile_manager();</pre>	Print out all Manager' profile	public
void setFileName(const string&	Mutators	public
newFileName);		
string getFileName();	Accessors	public

# NewManagement class: public Management

#### Data members:

Name of Data members	Туре	Access	Definition
tenantFileName	string	private	File name of tenant
managerFileName	string	private	File name of manager
month_name	string[6]	private	Each month name(read from file)
total_missRent	double	private	Total missing rent in six month
totalincome	double	private	Total income in six month

#### **Constructor and Desctructor summary:**

	Definition
NewManagement(const string&	Parameter constructor
newTenant_FileName,const string&	
newManagerFileName);	
NewManagement();	Default constructor
virtual ~NewManagement();	Destructor

	Definition	Access
void readTenantFile();	Takes in an input file based	public
	on the tenantFileName	
	variable, scans through it and	
	put data into tenantArr[100]	
	with any tenats.	
void readManagerFile();	Takes in an input file based	public
	on the managerFileName	
	variable, scans through it and	
	put data into managerArr[2]	
	with any tenats.	
void collectRentalFee();	Scans through	public
	tenantArr[100] and checks	
	their payment status, if it's	
	true it checks their rental fee	
	and adds it to a total for the	
	month as well as a total for 6	
	months. Does this process 6	

	times for each month.	
<pre>void listTenantsNotPay();</pre>	Scans through the	public
	tenantArr[100] and lists any	
	tenants, along with their	
	current index, with payment	
	status set to false(Not Pay).	
void missingRental();	This function to determine	public
	who hasn't paid their rent,	
	then adds up the total	
	missing rent for the month	
	then continues to add the	
	total of missing rent for the	
	past 6 months before	
	printing it out.	
void totalExpense();	Scans through the	public
	managerArr[100] and grabs	
	the total expenses data held	
	in every manager then adds	
	them together and displays	
	the total. It continues to do	
	this for every month as well	
	as the past 6 months.	
void managerSalary_bouns();	Scans through the	public
	managerArr[100] and	
	displays the total salary and	
	bonus of every month as well	
	as 6 months. It does this for	
	every individual manager.	
void netIncome();	The function that caculate	public
	the total Net income for each	
	month and for six months.	
	NetIncome = (total rent	
	collection)- (managers	
	expense)-(salary and bonus	
	expense)	
void setTenantFileName(const	Mutators	public
string& newTenant_FileName);		•
void	Mutators	public
setManagerFileName(const		-
string&		
newManager_FileName);		
string getTenantFileName();	Accessors	public
5 5		•

string getManagerFileName();	Accessors	public
bool checkPaymentStatus(char	Check the tenant's payment	private
payment_state);	status	

#### • UML for Stage 2

