

## **Medical Equipment Inventory Management System**

### **Scenario:**

You are tasked with developing a Medical Equipment Inventory Management System in C#.

The system should allow hospital staff to manage different types of medical equipment stored in a healthcare facility, ensuring efficient tracking of inventory.

Implement the `MedicalEquipmentInventorySystem` class to handle equipment storage operations, focusing on CREATE, READ, and DELETE functionalities.

### **MedicalEquipment Class**

#### **Properties:**

- `EquipmentName` (string): Represents the name of the medical equipment (e.g., Defibrillator, X-Ray Machine).
- `Manufacturer` (string): Represents the manufacturer of the equipment (e.g., Philips, GE Healthcare).
- `Quantity` (int): Represents the total quantity of the equipment available in the hospital.
- `UnitCost` (double): Represents the cost of one unit of the equipment.

#### **Constructor:**

- **MedicalEquipment(string equipmentName, string manufacturer, int quantity, double unitCost)**

Initializes a new medical equipment entry with the specified details.

### **Custom Exception**

Create a custom exception class named `EquipmentNotFoundException`, which will handle errors when attempting to DELETE or GET an equipment entry that does not exist in the system.

#### **Constructor:**

- **EquipmentNotFoundException(string message)**

Initializes a new instance of the exception with the message "Equipment not found."

### **MedicalEquipmentInventorySystem Class**

## **Properties:**

**Equipments (List<MedicalEquipment>):**

A list that stores the various medical equipment available in the hospital's inventory.

## **Methods:**

**AddEquipment(string equipmentName, string manufacturer, int quantity, double unitCost)**

- Adds a new medical equipment item to the system.
- If an equipment with the same name and manufacturer already exists, display:
  - "Equipment already exists."
- If the addition is successful, display:
  - "Equipment added successfully."

After successful addition, retrieve and display the newly added equipment details.

**GetEquipmentDetails(string equipmentName, string manufacturer)**

- Returns the details of a medical equipment item by its name and manufacturer.
- If found, display:
  - "Equipment Name: [EquipmentName], Manufacturer: [Manufacturer],  
Quantity: [Quantity], Unit Cost: [UnitCost]"
- If not found, throw an EquipmentNotFoundException and display:
  - "Equipment not found."

**RemoveEquipment(string equipmentName, string manufacturer)**

- Removes a medical equipment item from the system by its name and manufacturer.
- If not found, throw an EquipmentNotFoundException and display:
  - "Equipment not found."
- If successful, display:
  - "Equipment removed successfully."

## **Program Class (Main Menu Operations)**

The Program class serves as the main entry point of the system.

It handles a menu-driven interface for interacting with the Medical Equipment Inventory System.

## **Operations:**

### **AddEquipment**

#### **Inputs:**

- Equipment Name (string)
- Manufacturer (string)
- Quantity (int)
- Unit Cost (double)

If added successfully: "Equipment added successfully."

If duplicate: "Equipment already exists."

Display details after addition.

### **GetEquipmentDetails**

#### **Inputs:**

- Equipment Name (string)
- Manufacturer (string)

If found:

"Equipment Name: [EquipmentName], Manufacturer: [Manufacturer], Quantity: [Quantity],  
Unit Cost: [UnitCost]"

If not found: "Equipment not found."

### **RemoveEquipment**

#### **Inputs:**

- Equipment Name (string)
- Manufacturer (string)

If successfully removed: "Equipment removed successfully."

If not found: "Equipment not found."

### **Exit**

- Displays: "Exiting program..."

### **Error Handling Messages**

- If a number other than 1–4 is entered:
- "Invalid choice. Please select a number from 1 to 4."
- If input is invalid (non-numeric or incorrect format):
- "Invalid input. Please enter a number."

## **Event Ticket Booking System**

You are tasked with building an **Event Ticket Booking System** in C#, applying object-oriented programming principles. The application allows staff to book tickets for events, view all bookings, and delete bookings when a user cancels.

### **Classes**

#### **1. TicketBooking Class**

Represents a booking with the following properties:

- **BookingID (int)**: A unique identifier for the booking.
- **CustomerName (string)**: Name of the person booking the ticket.
- **EventName (string)**: Name of the event.
- **BookingDate (string)**: Date of the booking.
- **ContactInfo (string)**: Customer's contact details.

#### **Constructor:**

```
public TicketBooking(int bookingId, string customerName, string eventName, string
bookingDate, string contactInfo)
```

Initializes booking details.

#### **Method:**

```
public void DisplayDetails()
```

Displays:

```
"Customer: {CustomerName}, ID: {BookingID}, Event: {EventName}, Date: {BookingDate},
Contact: {ContactInfo}"
```

#### **2. BookingNotFoundException Class**

A custom exception thrown when trying to delete a non-existent booking.

**Constructor:**

```
public BookingNotFoundException(string message)
```

Initialize with:

**"Booking with ID {id} not found"**

### **3. TicketBookingManager Class**

Manages all booking-related operations.

- **bookings:** A list to store TicketBooking objects.

**Methods:**

```
public void AddBooking(TicketBooking booking)
```

- If ID exists: "**Booking ID already exists**"
- On success: "**Booking confirmed successfully**"

```
public void DisplayAllBookings()
```

- If empty: "**No bookings available**"
- Else, display all.

```
public void DeleteBooking(int id)
```

- On success: "**Booking with ID {id} cancelled successfully**"
- If not found: throw BookingNotFoundException.

**Main Program**

Provides menu:

1. Book Ticket
2. Display All Bookings
3. Cancel Booking
4. Exit

**Input Format**

- **Menu Choice:** Integer (1–4)

**Option 1: Book Ticket**

- BookingID (int)
- CustomerName (string)
- EventName (string)
- BookingDate (string) ("YYYY-MM-DD")
- ContactInfo (string)

**Option 2: Display All Bookings**

(No input)

**Option 3: Cancel Booking**

BookingID (int)

**Option 4: Exit**

(No input)

**Output Format**

**Option 1:**

- Success: "**Booking confirmed successfully**"
- If ID exists: "**Booking ID already exists**"

**Option 2:**

- No records: "**No bookings available**"
- Else: formatted output

**Option 3:**

- Success: "**Booking with ID {id} cancelled successfully**"
- Not found: throw BookingNotFoundException with message

**Option 4:**

"Exiting the program..."

**Invalid Choice:**

"**Invalid choice. Please try again**"