

```
// class to model a public internet cafe
```

```
// program.h
```

```
#ifndef PROGRAM_H_
```

```
#define PROGRAM_H_
```

```
#include <string>
```

```
class Icafe
```

```
{
```

```
private:
```

```
    const int Rs_per_hour = 10;
```

```
    int Rs_total = 0;
```

```
    double hours;
```

```
public:
```

```
    Icafe();
```

```
    ~Icafe();
```

```
    void calc_total_collection(double h);
```

```
    void Show();
```

```
};
```

```
#endif
```

```
// program.cpp
```

```
#include <iostream>
```

```
#include "program.h"
```

```
// methods
```

```
// constructor
```

```
Icafe::Icafe()
```

```
{
```

```
    hours = 0.0;
```

```
}
```

```
void Icafe::calc_total_collection(double h)
```

```
{  
    hours += h;  
    Rs_total += Rs_per_hour * ((int) h + 1);  
}
```

```
void lcafe::Show()  
{  
    std::cout << "total collection: " << Rs_total << std::endl;  
}
```

```
lcafe::~lcafe() {}
```

```
// main.cpp
```

```
#include <iostream>
```

```
#include "program.h"
```

```
int main()
```

```
{  
    lcafe cafe = lcafe();  
    cafe.calc_total_collection(2.0);  
    cafe.calc_total_collection(1.3);  
    cafe.calc_total_collection(0.7);  
  
    cafe.Show();  
  
    return 0;  
}
```