

Create a “Club Membership Application” from the UML class diagram available on the class web page. The `main.cpp` for the application is shown below.

```
#include "club_app.h"

int
main()
{
    club::club_app app;

    app.run();

    return 0;
}
```

The UML diagram describes the classes required in the club application. Each class shown on the diagram describes the required data members and member functions. Objects in the design include members that use `std::vector`, `std::pair`, `std::make_pair`, `std::list`, `std::print`, `std::println`, `std::getline`, and various common classes (`string`, `fstream`, etc). The design groups classes into two namespaces, `club` and `textmenu`. The `Menu_item`, `Menu`, and `Screen` classes are in the `textmenu` namespace. The remaining classes are in the `club` namespace.

Due date:

Friday 09/25 before 11:59 p.m.

How to submit:

Create a folder named “assignment-2” on the CS server. Only one member of the team needs to create the folder and populate it. In this folder create a file named “README.md” that lists the members of your group and place it in the folder. Also add all the header files and cpp files for the application along with a Makefile in the folder.