

# Stuff Management System

Names of Arrays/arrays of structs in-use:

- **Staff**

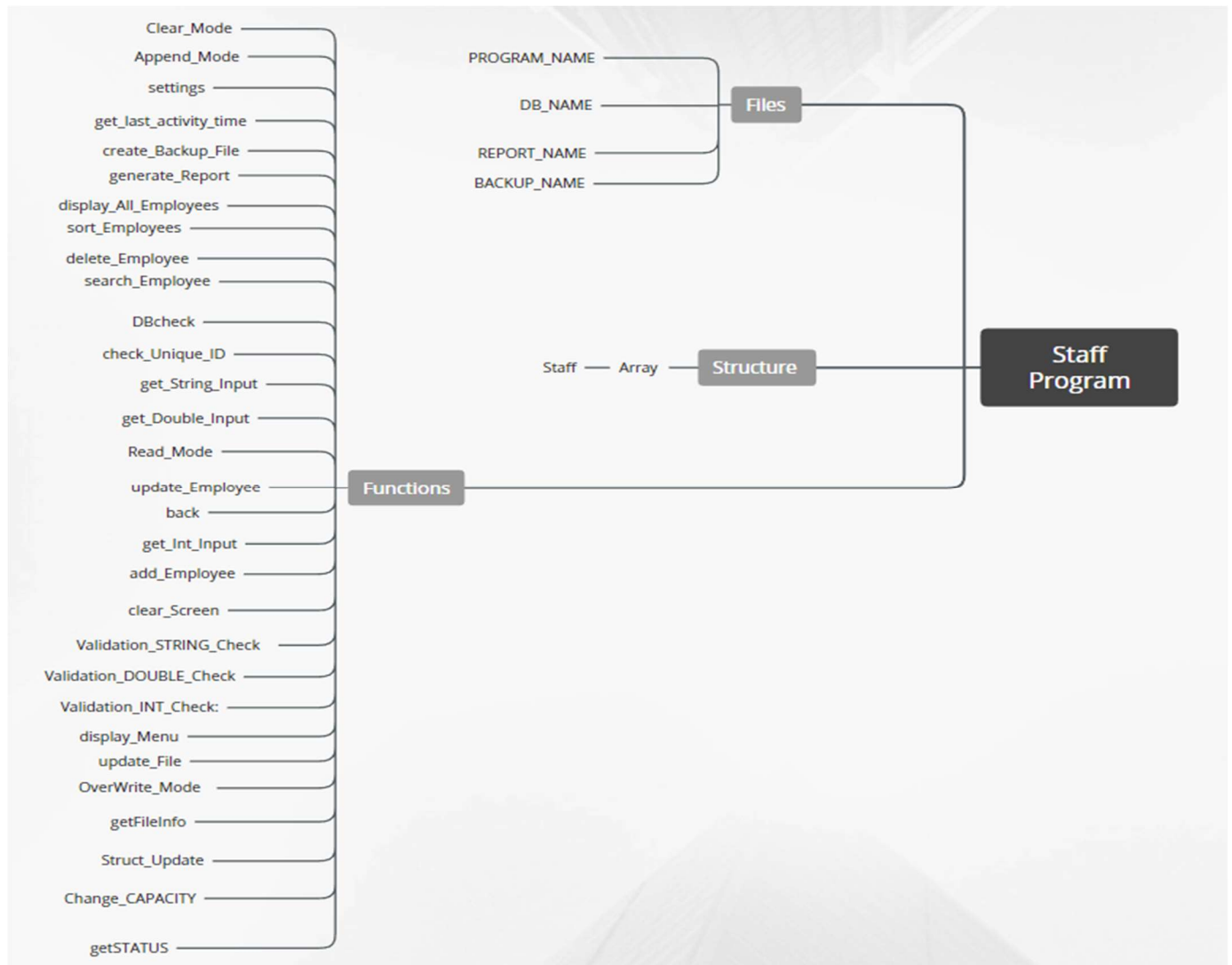
List All Functions Prototype (Headers):

- void displayMenu();
- int getFileInfo(string DB\_NAME, string type);
- void Struct\_Update(vector<Staff> &staff, int size, int capacity);
- bool Validation\_INT\_Check(int& input);
- bool Validation\_DOUBLE\_Check(int& input);
- bool Validation\_STRING\_Check(string& input, bool isMultiLine, int maxValue);
- void back();
- void clearScreen();
- void addEmployee(vector<Staff> &staff, int& size, int& capacity);
- int getIntInput(const string& prompt, int minValue, int maxValue);
- double getDoubleInput(const string& prompt, double minValue, double maxValue);
- string getStringInput(const string& prompt, bool isMultiLine, int maxValue);
- bool checkUniqueID(int id, vector<Staff> &staff, int size);
- bool DBCheck(int size, bool isAdding, int capacity);
- void searchEmployee(vector<Staff> &staff, int size, int capacity);
- void updateEmployee(vector<Staff> &staff, int size, int capacity);
- void deleteEmployee(vector<Staff> &staff, int& size, int capacity);
- void sortEmployees(vector<Staff> &staff, int size, int capacity);
- void displayAllEmployees(vector<Staff> &staff, int size, int capacity);
- void generateReport(vector<Staff> &staff, int size, int capacity);
- void createBackupFile(string originalFile, string backupFile);
- time\_t get\_last\_activity\_time(const string& PROGRAM\_NAME);
- void updateFile(vector<Staff> &staff, int size, int capacity);
- void settings(int size, int \*capacity);
- void Read\_Mode();
- void Append\_Mode(string text);
- void OverWrite\_Mode(string text);
- void Clear\_Mode(string FILE);
- void Change\_CAPACITY(int size, int \*capacity);
- void getSTATUS(int size, int capacity, time\_t last\_activity\_time);

Name the files used to read/write, and statistical report:

1. **PROGRAM\_NAME**: The name of the program's executable file (Stuff-SYS.exe).
2. **DB\_NAME**: The name of the database file used to store staff information (Staff-DB.txt).
3. **REPORT\_NAME**: The name of the file used to generate reports of the staff information (Stuff-REPORT.txt).
4. **BACKUP\_NAME**: The name of the backup file created as a backup of the staff information (Staff-BACKUP.txt).

### Tree Diagram:



### Comment:

Just wanted to let you know that the main program has a .exe file extension and make sure that the "Staff-SYS.exe" file is in the same path and have permission. I also suggest building the code before running it to ensure that all functions are working correctly. Thank you