SICA S.S. SCHOOL SCH 54



COMPUTER SCIENCE INVESTIGATORY PROJECT COMIC BOOK STORE

SESSION: 2018-19

Submitted to-Mrs Rajini Upreti

Submitted by-Mohammed Akbar

CERTIFICATE

This is to certify that Mohammed Akbar is a student of class XII B appearing for All India Senior Secondary

Certificate Examination, has successfully completed the research on the project entitled Comic Bookstore under the guidance of Mrs Rajini Upreti during session 2018-19 in the partial fulfillment of Computer Science(C++) practical examination. It may be accepted as a partial fulfillment of the particular course.

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Internal Examiner

External Examiner

School Seal

Principal

ACKNOWLEDGMENT

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My sincere thanks to Mr Madhukar Pawar, our Principal sir, for his coordination in extending every possible support for the completion of this project.

I also thank my parents for their motivation at every step of the stairs and for enduring me during the projects' experiment phase. I wish to thank my classmates for their timely help.

Finally, I want to thank all the people who helped directly or indirectly toward the completion of this project in the time frame.

C++

C++ is a general-purpose programming language. It has imperative, object-oriented and generic programming features while also providing facilities for low-level memory manipulation.

lt designed with a bias toward system was programming and embedded resource-constrained and large systems with performance, efficiency, and flexibility of use as its design highlights. C++ has also been found useful in many other contexts with key software strengths being infrastructure and resource-constrained applications including desktop applications, servers (eg. e-commerce, web search, or SQL servers), and performance-critical applications (eg. telephones or space exploration probes).

C++ is regarded as a middle-level language as it comprises a combination of both high and low-level language features.

C++ was developed by Bjarne Stroustrup starting in 1979 at Bell Labs in Murray Hill, New Jersey, as an

enhancement to the C language and originally named it C with Classes but later it was renamed C++ in 1983.

OBJECT-ORIENTED PROGRAMMING

C++ fully supports object-oriented programming including the four pillars of object-oriented development:

- **→**Encapsulation
- → Abstraction
- →Inheritance
- **→**Polymorphism

STANDARD LIBRARIES

Standard C++ consists of three important parts:

- →The core language giving all the building blocks including variables, data types, and literals, etc.
- →The C++ Standard Library giving a rich set of functions manipulating files, strings, etc.
- →The Standard Template Library(STL) giving a rich set of methods of manipulating data structures, etc.

FUNCTIONS

A function is a group that together performs a task. Every C++ program has at least one function, which is main(), and most of the trivial programs can define additional functions.

You can divide up your code into separate functions. How you divide up yours is up to you. But logically the division is such that each function performs a specific task.

A function declaration tells the compiler about a functions' name, return type and parameters. A function definition provides the actual body of the function.

The C++ Standard Library provides numerous built-in functions that your program can call.

CLASSES & OBJECTS

The main purpose of C++ programming is to add object orientation to the C programming language and classes are the central feature of C++ that supports object-oriented programming and are often called user define types.

A class is used to specify the form of an object and it combines data representation and methods for manipulating that data into one neat package. The data and function within a class are called members of the class.

C++ Class Definitions

When you define a class, you define a blueprint for a data type. A class definition starts with keyword class followed by the class name and the class body, followed by a pair of curly braces. A class definition must be followed either by a semicolon or a list of declarations.

INTRODUCTION

Bookselling is the commercial trading of books which is the retail and distribution end of the publishing process. Bookstores involve managing speed that is why the recommended action is the computerization of the present system. This computerized system monitors the information in an effective manner.

The application certainly has some striking advantage over the manual system. There won't be any paperwork and the information will be updated as soon as it changes.

Further improvements have made it quite easier now in contrast to the previous manual system.

Through this system, the entire procedure will take less time than the manual system, achieving more work done.

<u>OUTPUT</u>

BOOKSHOP

MANAGEMENT

SYSTEM

MADE BY: Mohammed Akbar AND Athak Shrivastav

SCHOOL: SICA S.S. SCHOOL

Press | ENTER | for MAIN MENU;

MAIN MENU

- 01. ADD NEW BOOKS
- 02. SEARCH BOOKS
- 03. ALL BOOKS LIST
- 04. DELETE BOOKS
- 05. UPDATE BOOKS
- 06. EXIT
- 07. RETURN TO INTRO

Select your option (1-7) _

Enter the BOOK ID: 100

Enter the name of the BOOK: test book 1

Enter the category: SCIFI

Enter the price: Rs. 140

Book added...

New Book

Enter the Book ID. : 100

BOOK DETAILS

Book ID: 100

Book Name : test book 1

Category : SCIFI Price : 140

Book Searching

ALL BOOKS LIST ______ Type BOOK ID NAME Price ______ 100 test_book_1 SCIFI 199 101 140 SCIFI Avengers #1 102 Avengers #2 SCIFI 140 103 Avengers #3 SCIFI 140 104 Avengers #4 SCIFI 140 105 Avengers #5 SCIFI 140 106 Avengers #6 SCIFI 199 107 Avengers #7 SCIFI 199 108 199 Avengers #8 SCIFI 109 Avengers #9 SCIFI 220 110 SCIFI 220 Avengers #10 201 Star Wars #1 THRILL 280 202 Star Wars #2 THRILL 280 Star Wars #3 203 THRILL 280 204 Star Wars #4 THRILL 310 205 Star Wars #5 280 THRILL 206 Star Wars #6 THRILL 310

Comics List & Book Removal

Enter the Book ID. : 100

Book Deleted..._

Enter the Book ID. : 100

Book ID: 100

Book Name : test book 1 Category : SCIFI

Price : 140

Enter the New Details of Book

Book ID: 100

New Name of Book Name : test_book_1

New Category : SCIFI

New Price: 199

Book Updated...

Updating Book

Thanks for using bookshop management system

Exit