

**Question:**

Design and implement a bookstore's inventory management system.

A typical bookstore ecosystem has the following items:

- Books
- Magazines
- Store manager
- Cashier
- Customer

Apart from this, the bookstore needs to keep an inventory of the books it has, how many copies it has, the price of each book, cost of each book to the store, etc. Whenever books are sold by the store, or new stock is added to the store, the inventory needs to be updated.

Your task is to implement a bookstore with the above entities. Define the attributes and behaviours of these entities and develop the bookstore using an OOP model.

Feel free to add any other features that you might want to.