

Implementation of the program

The program starts by greeting the user with a welcome message and presents them three different options: to purchase furniture from manufacturer, to sell furniture to customer or to exit from the system. If the user chooses to purchase furniture from manufacturer, the program reads a text file containing the details about the furniture and displays the information to the user and then the user is prompted to input the name of the employee. The user is then asked to input the ID and quantity of the item they wish to purchase. Then the user is given the option to add more items or not. If the user chooses to add more items, they will be able to purchase more furniture and will be prompted to input the ID and quantity of the item again. If the user chooses not to add more items, the program will print the invoice of the furniture purchased from manufacturer in the terminal and store it as a text file. The invoice is generated with unique transaction details, including the employee's name, date and time of purchase.

If the user chooses to sell the furniture to the customer, the program reads the text file containing the details about the furniture and displays the information to the user and then the user is prompted to input the name and phone number of the customer. Then the user is asked to input the ID and quantity of the item they want to sell, and the user is given the option to add more items or not. If the user chooses to add more items, they will be able to sell more furniture and will be prompted to input the ID and quantity of the item again and will be prompted if they want to ship the furniture or not. If the user chooses not to add more items, the program will ask the user if they want to ship the furniture or not. Then the program will print the invoice of the furniture sold to customer in the terminal and store it as a text file. The invoice is generated with unique transaction details, including the customer's name, phone number, date and time of purchase.

The program will continue to prompt the user with three options until they choose to exit from the system. If the user chooses to exit the system, the program will terminate by displaying a message thanking them for using the system.

Algorithm

Step:1 Start the program.

Step 2: Display welcome message and prompt the user to choose among 3 options:

Purchase from Manufacturer

Sell furniture to the customer

Exit from the system

Step 3: Ask for user input:

If user input = 1, go to Step 4

Elif user input = 2, go to Step 11

Elif user input = 3, go to Step 22

Else display error message.

Step 4: Display inventory to the user.

Step 5: Prompt the user to enter name of the employee

Step 6: Prompt the user to provide the ID of the Item they want to purchase

Step 7: Prompt the user to provide the number of quantities of the item they want to purchase

Step 8: Ask the user if they want to add more items, if yes go to step 6, if no go step 9.

Step 9: Generate employee invoice details and display it to the user.

Step 10: Write employee invoice to Txt file.

Step 11: Display inventory to the user.

Step 12: Prompt the user to enter name of the customer.

Step 13: Prompt the user to enter phone number of the customer.

Step 14: Prompt the user to provide the ID of the Item they want to sell.

Step 15: Prompt the user to provide the number of quantities of the item they want to

Sell,

Step 16: Ask the user if they want to add more items, if yes go to step 14, if no go step 17.

Step 17: Prompt the user if they want the furniture to be shipped.

Step 18: Generate customer invoice details and display it to the user.

Step 19: Write customer invoice to Txt file.

Step 20: If the user wants to continue, go to Step 3, else, exit the program.

Step 21: Display a suitable exit message.

Step 22: Exit the system.

Flowchart

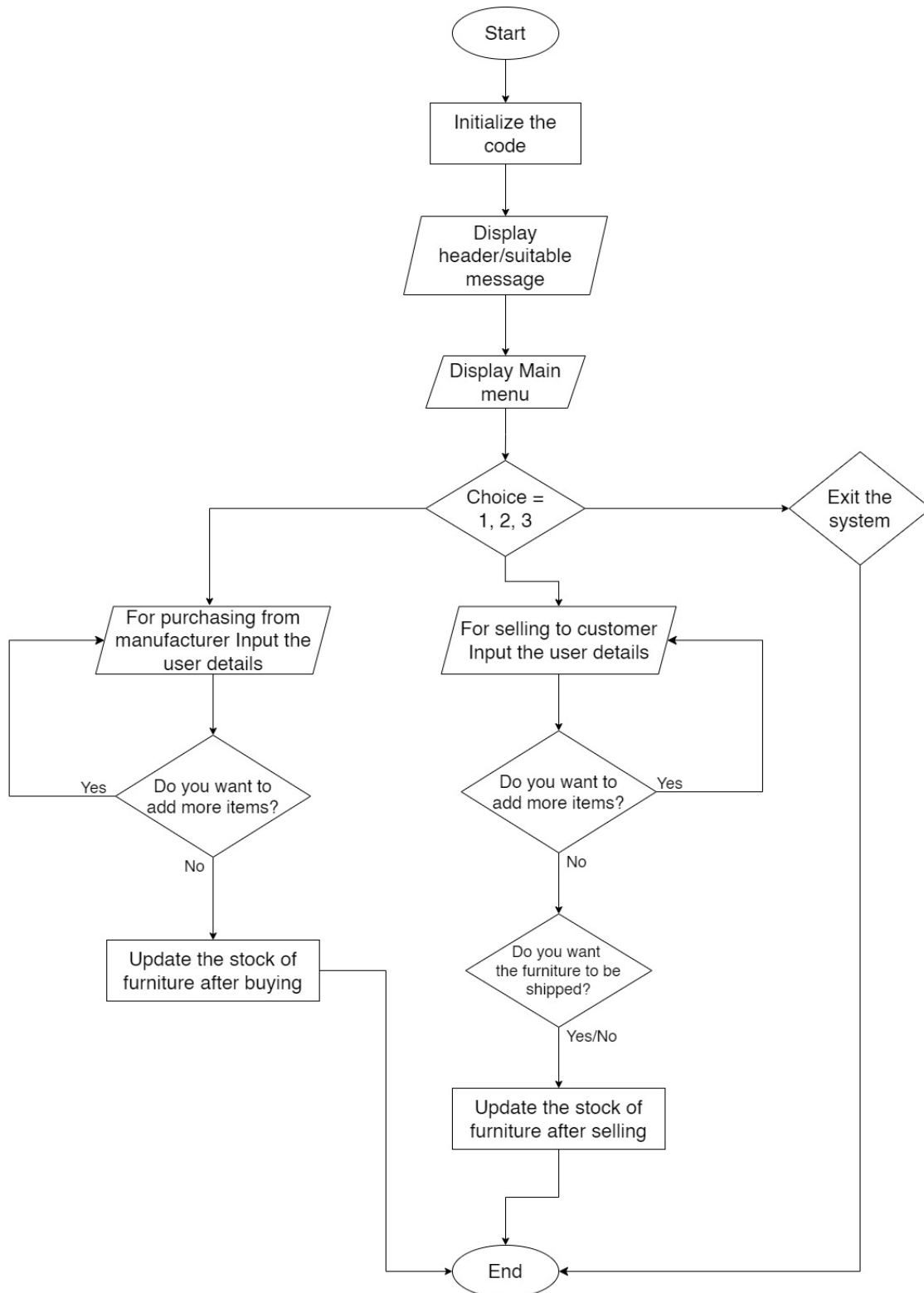


Figure: Flowchart