

CSE 108 (Object Oriented Programming Sessional)  
January 2022 Term

**Offline 2 on OOP: Books and Bookshops**



## Instructions

- You need to implement a class named 'BookShop' that will encapsulate some of the activities of a bookshop. A skeleton of the class is given in the file 'BookShop.cpp'. You have to write your code in this file.
- The class 'Bookshop' uses the class 'Book'. You need to use the implementation of the 'Book' class that you completed during your practice in week 4. Keep both the Book.cpp and Bookshop.cpp files in the same folder.
- Your task is to complete the definition of the class 'BookShop'. The requirements are given inline along with the declaration of each function in the class 'BookShop' in the given 'BookShop.cpp' file; implement each function accordingly.
- You need to implement the functions in such a way that the code in the *main* function produces the expected output as shown as a comment to the right of each line. Notably, to exactly match the output, comment out the print commands in the constructors and the destructor of the Book class you implemented. Also, do not forget to comment out the *main* function in Book.cpp.
- You may add code to the *main* function for your test purpose. But make sure all your modifications in the 'main' function are removed before submission.
- Put all your files in a single folder and name it to your **7-digit** student number. Then zip it and upload to Moodle.

- The submission deadline is **Friday, 15 July, 2022, 11:59 PM.**
- For any further relevant query, mail to [khaledshahriar@cse.buet.ac.bd](mailto:khaledshahriar@cse.buet.ac.bd)