

Programming Exercises

1.

- a. Create a program named **WriteInventoryRecords** that allows you to enter data for items you sell at an online auction site and saves the data to a file.
- b. Create a program named **ReadInventoryRecords** that reads the file created in Exercise 4a and displays each item's data on the screen.
- c. Create a program named **FindInventoryRecords** that prompts the user for an item number, reads the file created in Exercise 4a, and displays data for the specified record.
- d. Create a program named **FindInventoryRecords2** that prompts the user for a minimum selling price, reads the file created in Exercise 4a, and displays all the records containing a price greater than or equal to the entered price.