Lab 3: A Modularized Prototype

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Course: Comsc165-5039

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Deliverables for this (Lab 3) assignment:

1.Write up a small summary of the classes and functions you will use in your program ( ...this is definitive. Many of you forgot to submit the summary in Lab 2 --- if you forget the summary this time 3 points will be deducted from your score). Make sure you list each class and functions that will be use in your program along with a description as to how each works overall towards your project.

2. Submit a full MODULARIZED prototype of your final project. You will use the information that you learned this week regarding functions and classes to demonstrate your understanding in a fully modularized prototype. ( If you do not have multiple classes and functions demonstrated in this prototype, 3 points will be deducted from your score.

3. Source code for your prototype and a screenshot of the prototype running on your computer.

1. Write up a small summary of the classes and functions you will use in your program.

1.Commodity information object

class itemMarket

{

char item\_name[100];////the name of item

string item\_type;//the type of item

int item\_quantity;//the quantity of item

int item\_price;//the price of item

int i;//Defining variables

void input();//enter the item imformation

};// an object ty

2.staff information object

class storeStaff

{

char staff\_name[100];//the name of staff

int staff\_password;//the password of staff

};//an object type about staff

3.String searchItem The object of search the item.

string searchItem(string itemName, store\_item iteml)

{

if(iteml.item\_name == itemName)

{

return iteml.item\_name + iteml.item\_type + iteml.item\_quantity + iteml.item\_price;

}

else

{

return "Unavailble."

}

}

string newStaff(string staffName, string staffPassword)

{

cout << "Enter the new staff name: " << endl;

cin >> staffName;

staff\_name = staffName;

cout << "Enter the new staff password: " << endl;

cin >> staffPassword;

staff\_password = staffPassword;

}//staff change the password

5.Void showMenu

The function object about the menu.

void showMenu()

{

cout << "This is a online store, please choose a option: " << endl;

cout << "1. Add the items information." << endl;

cout << "2. Search for an item." << endl;

cout << "3. Show the options menu again" << endl;

cout << "4. staff change the password" << endl;

cout << "5. Quit" << endl;

}

6.Add the item information to the store

void item::input(string item)

{

cout << "Please enter the name of item: " << endl;

cin >> item\_name;

cout << "Please enter the type of item: " << endl;

cin >> item\_type;

cout << "Please enter the quantity of item: " << endl;

cin >> item\_quantity;

cout << "Please enter the price of item: " << endl;

cin >> item\_price;

}

7.Quit the program Just end and leave the program.

1. Detailed design

Design the class item commodity to realize the description of commodity information. And design the class staff commodity to realize the description of the staff imformation.

1. Class itemMarket()

Struct the imformation about item

1. Class storeStaff()

Struct the imformation about store satff

1. Void itemMarket::input()

Enter the item imformation to store

1. String searchItem()

Search the item and availble to show the imformation

1. string newStaff()

Use the function to change the staff password

1. Void showMenu()

Show the menu choice