**Documentation for Grocery-Tracking Program  
Documentation:  
This program reads the Corner Grocer’s daily sales data from a text file so that it’s easy to see how often each item is purchased. To do this, the user navigates a simple menu with four main options:**

1. **Find the frequency of a specific item: You enter an item name, and the program shows how many times it was purchased.**
2. **View all item frequencies: You get a complete list of every item along with its total purchase count.**
3. **Display a histogram: A quick, visual breakdown uses asterisks to represent each item’s popularity.**
4. **Exit the program: You can end your session whenever you’re done.**

**Under the hood, the code uses a GroceryTracker class that stores each item and its purchase count in a map. This design simplifies the main program because all data handling happens within the class, making future updates or expansions easier. Before the menu appears, the program reads CS210\_Project\_Three\_Input\_File.txt and records how many times each item appears, then writes the results to frequency.dat so there’s always a backup of the frequencies.**

**Some basic input validation ensures users don’t accidentally crash the program by entering invalid menu options. Although the project requirements don’t call for advanced error checks or case-insensitive searches, adding those features later would further enhance user-friendliness. Throughout the code, clear naming conventions and inline comments highlight each part of the logic, reflecting standard practices for keeping everything both readable and maintainable. The screenshots included show how the menu looks in action and how items are displayed in the histogram.** **A screenshot of a computer program

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