

Group Project

In a supermarket, assume there is a file storing the drink name, amount and price as follows.

Beverage	Amount	Price
Coke	20	2.0
Sprite	100	1.5
Pepsi	55	2.1
Fanda	110	5.0
Gatorade	2	10

A program is written to manage the drinks in the supermarkets. There are two kinds of users of this program: customer and manager.

- Customer
 - The customer will consume drinks.
 - After the user input the drinks and amount to consume, the program should tell him the total expense. If the use pays more than expense, the program should display the changes for the use. If the use pays not enough expense, system shows the information fail to get the drink
- Manager
 - The manager can modify the amount of a drink
 - The manager can adjust the price of a drink.
 - The manager can add a new drink.

Requirements:

- To make the program user-friendly, the system should provide a menu for a customer like
 1. Coke
 2. Sprite
 3. Pepsi
 4. Fanda
 5. Gatorade
 6. Quit

- When the customer selects 1, the system will display how many bottles of Coke are available. Then the program asks how many bottles the customer wants. After he enters the number, the available amount should be adjusted.
- If the drink's amount is 0, then the customer cannot take the drink.
- The system should have a menu for a manager like this
 1. Coke
 2. Sprite
 3. Pepsi
 4. Fanda
 5. Gatorade
 6. Add a new drink
 7. Quit
- When the program starts to run, all the data should be stored in a linked list. Once a drink's amount is zero, a mark is given in the menu besides the drink name to indicate that this drink is out of stock.
- Once the user quits the system, the linked list should be saved in the file again.
- **Deadline: 26 Dec.2015**
- **Submission:**
 1. source code
 2. executable file .exe
 3. text file that includes the beverage info, and
 4. a file indicating contribution from team member.