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***Software Construction Assignment 02:***

***Bookstore Management System***

***Source Code:***

#include <fstream>

#include <iostream>

#include <stdio.h>

#include <stdlib.h>

Using namespace std;

Class bookshope {

Public:

Void control\_panel();

Void add\_book();

Void show\_book();

Void check\_book();

Void update\_book();

Void del\_book();

};

Void bookshope::control\_panel()

{

System(“cls”);

Cout << “\n\n\t\t\t\tCONTROL PANEL”;

Cout << “\n\n1. ADD BOOK”;

Cout << “\n2. DISPLAY BOOKS”;

Cout << “\n3. CHECK PARTICULAR BOOK”;

Cout << “\n4. UPDATE BOOK”;

Cout << “\n5. DELETE BOOK”;

Cout << “\n6. EXIT”;

}

Void bookshope::add\_book()

{

System(“cls”);

Fstream file;

Int no\_copy;

String b\_name, a\_name, b\_id;

Cout << “\n\n\t\t\t\tADD BOOKS”;

Cout << “\n\nBook ID : “;

Cin >> b\_id;

Cout << “\nBook Name : “;

Cin >> b\_name;

Cout << “\nAuthor Name : “;

Cin >> a\_name;

Cout << “\nNo. Of Books : “;

Cin >> no\_copy;

// Open file in append or

// output mode

File.open(“D:// book.txt”,

Ios::out | ios::app);

File << “ “ << b\_id << “ “

<< b\_name << “ “ << a\_name

<< “ “ << no\_copy << “\n”;

File.close();

}

// Function to display book

Void bookshope::show\_book()

{

System(“cls”);

Fstream file;

Int no\_copy;

String b\_name, b\_id, a\_name;

Cout << “\n\n\t\t\t\t\tAll BOOKS”;

// Open the file in input mode

File.open(“D:// book.txt”, ios::in);

If (!file)

Cout << “\n\nFile Opening Error!”;

Else {

Cout << “\n\n\nBook ID\t\tBook”

<< “\t\tAuthor\t\tNo. Of “

“Books\n\n”;

File >> b\_id >> b\_name;

File >> a\_name >> no\_copy;

// Till end of file is reached

While (!file.eof()) {

Cout << “ “ << b\_id

<< “\t\t” << b\_name

<< “\t\t” << a\_name

<< “\t\t” << no\_copy

<< “\n\n”;

File >> b\_id >> b\_name;

File >> a\_name >> no\_copy;

}

System(“pause”);

File.close();

}

}

Void bookshope::check\_book()

{

System(“cls”);

Fstream file;

Int no\_copy, count = 0;

String b\_id, b\_name, a\_name, b\_idd;

Cout << “\n\n\t\t\t\tCheck “

<< “Particular Book”;

// Open the file in input mode

File.open(“D:// book.txt”, ios::in);

If (!file)

Cout << “\n\nFile Opening Error!”;

Else {

Cout << “\n\nBook ID : “;

Cin >> b\_idd;

File >> b\_id >> b\_name;

File >> a\_name >> no\_copy;

While (!file.eof()) {

If (b\_idd == b\_id) {

System(“cls”);

Cout << “\n\n\t\t\t\t”

<< “Check Particular Book”;

Cout << “\n\nBook ID : “

<< b\_id;

Cout << “\nName : “

<< b\_name;

Cout << “\nAuthor : “

<< a\_name;

Cout << “\nNo. Of Books : “

<< no\_copy;

Cout << endl

<< endl;

Count++;

Break;

}

File >> b\_id >> b\_name;

File >> a\_name >> no\_copy;

}

System(“pause”);

File.close();

If (count == 0)

Cout << “\n\nBook ID Not”

<< “ Found…”;

}

}

Void bookshope::update\_book()

{

System(“cls”);

Fstream file, file1;

Int no\_copy, no\_co, count = 0;

String b\_name, b\_na, a\_name;

String a\_na, b\_idd, b\_id;

Cout << “\n\n\t\t\t\tUpdate Book Record”;

File1.open(“D:// book1.txt”,

Ios::app | ios::out);

File.open(“D:// book.txt”, ios::in);

If (!file)

Cout << “\n\nFile Opening Error!”;

Else {

Cout << “\n\nBook ID : “;

Cin >> b\_id;

File >> b\_idd >> b\_name;

File >> a\_name >> no\_copy;

// Till end of file is reached

While (!file.eof()) {

If (b\_id == b\_idd) {

System(“cls”);

Cout << “\t\t\t\t”

<< “Update Book Record”;

Cout << “\n\nNew Book Name : “;

Cin >> b\_na;

Cout << “\nAuthor Name : “;

Cin >> a\_na;

Cout << “\nNo. Of Books : “;

Cin >> no\_co;

File1 << “ “ << b\_id << “ “

<< b\_na << “ “

<< a\_na << “ “ << no\_co

<< “\n\n”;

Count++;

}

Else

File1 << “ “ << b\_idd

<< “ “ << b\_name

<< “ “ << a\_name

<< “ “ << no\_copy

<< “\n\n”;

File >> b\_idd >> b\_name;

File >> a\_name >> no\_copy;

}

If (count == 0)

Cout << “\n\nBook ID”

<< “ Not Found…”;

}

Cout << endl;

System(“pause”);

// Close the files

File.close();

File1.close();

Remove(“D:// book.txt”);

Rename(“D:// book1.txt”,

“D:// book.txt”);

}

Void bookshope::del\_book()

{

System(“cls”);

Fstream file, file1;

Int no\_copy, count = 0;

String b\_id, b\_idd, b\_name, a\_name;

Cout << “\n\n\t\t\t\tDelete a Book”;

// Append file in output mode

File1.open(“D:// book1.txt”,

Ios::app | ios::out);

File.open(“D:// book.txt”,

Ios::in);

If (!file)

Cout << “\n\nFile Opening Error…”;

Else {

Cout << “\n\nBook ID : “;

Cin >> b\_id;

File >> b\_idd >> b\_name;

File >> a\_name >> no\_copy;

While (!file.eof()) {

If (b\_id == b\_idd) {

System(“cls”);

Cout << “\n\n\t\t\t\t”

<< “Delete a Book”;

Cout << “\n\nBook is Deleted “

“Successfully…\n\n”;

Count++;

}

Else

File1 << “ “ << b\_idd

<< “ “ << b\_name

<< “ “ << a\_name

<< “ “ << no\_copy

<< “\n\n”;

File >> b\_idd >> b\_name;

File >> a\_name >> no\_copy;

}

If (count == 0)

Cout << “\n\nBook ID “

<< “Not Found…”;

}

System(“pause”);

File.close();

File1.close();

Remove(“D:// book.txt”);

Rename(“D:// book1.txt”,

“D:// book.txt”);

}

Void bookShopRecord()

{

Int choice;

Char x;

Bookshope b;

While (1) {

b.control\_panel();

cout << “\n\nEnter your choice : “;

cin >> choice;

switch (choice) {

case 1:

do {

b.add\_book();

cout << “\n\nWant to add”

<< “ another book? “

“(y/n) : “;

Cin >> x;

} while (x == ‘y’);

Break;

Case 2:

b.show\_book();

break;

case 3:

b.check\_book();

break;

case 4:

b.update\_book();

break;

case 5:

b.del\_book();

break;

case 6:

exit(0);

break;

default:

cout << “\n\nINVALID CHOICE\n”;

}

}

}

Int main()

{

// Function Call

bookShopRecord();

return 0;

}