Object Oriented Programming Using Ruby Project (Book Store)

Your program must provide do the following:

1.A Store Item can be a book or a Magazine. A Book has a number of pages while a Magazine is published by a publisher-agent. Use inheritance to define and develop the suitable classes to represent different store items. Put all the common attributes and methods in the super class StoreItem.

Given a file book.txt and a file Magazine.txt having the following formats respectively. Assume that the files reside in the current directory of visual-studio.

Book.txt #title,price,author name,number of pages,isbn Ruby Cookbook,100.3,Lucas Carlson,400 ,9780596523695 Ruby programming,90,Jerry Lee,200,1730497513499 Intro to Ruby,80,John Elder,550,1284396855669

Magazine.txt #title,price,publisher-agent,date Software Magazine,13,IEEE,20-1-2022 Communications of the ACM,80,ACM,14-6-2021 eLearn,50,ACM,12-1-2021

Add store item List most expensive items List books within certain range Search magazine by date Search magazine by publisher List of all store items Delete an item

2.Book Store GUI as shown in the next figure using

flammarionhttps://github.com/ zach-capalbo/flammarion

3.the LibraryManager class that corresponds to the code needed to accomplish all the operations needed by the above menu

Button7 Hint: You can use combo box/ drop box control to display all books or all Magazines. Then the user can select one and clicks on delete button

Button	Description
1	Add an item that could be a book or a Magazine
2	The most expensive books can be more than one book
3	The user will enter two values: from price and To-price. The program will retrieve the books in the given range and display them on the GUI.
4	Given the date the app will display all the Magazines in that date
5	Given the publisher the app will display all the Magazines published by that publisher
6	The program displays all the list of items (books and Magazines) with all their information
7	Deleting an item (book or magazine) must be as follows: 1-The user will decide to delete a book or a Magazine 2-The program prompts the user to enter the title of the item. 3- If the book/Magazine exists, it will be deleted, otherwise, display an error message.