

FCS 50 Project

You are tasked with developing a Point of Service (POS) system for a retail company (the company who buy things and then sell the things to other companies).

When the user first runs your system, they are greeted with the first menu.

Menu 1:

Enter:

1. To modify the quantities in storage.
2. To add an order
3. To exit

If the user inputs 1, the list of items, and their quantities in storage, are displayed in alphabetical order, ignoring the case of the letters (so “abc” is displayed before “BB”)

For example, the code can display:

apples: 5

Basketball: 10

Candles:3

Once all these items are displayed, the user is shown **menu 2:**

Enter:

1. To modify the quantities of an item.
2. To display the items sorted by quantities.

If the user inputs 1, they are prompted for the item name, and then the new quantity of that item.

If the item did not previously exist in the storage data structure, it is added with the given quantity.

If the item exists, it is updated with its new quantity.

And if the user inputs quantity =0, the item is deleted from storage.

If the user inputs 2, the items are displayed in descending order, sorted by quantity. For example, the previous items would be displayed as the following:

Basketball: 10

apples: 5

Candles:3

Once the user makes these selection, they are taken back to Menu 1.

----- Menu 2 is done, we go back to menu 1 -----

Going back to Menu 1, if the user inputs 2, it means that there is a customer who would like to buy the items from storage.

The items are first displayed to the user, and then the user is **repeatedly** asked to input the items and quantities the customer is buying. Once the user inputs -1 as the item name, or -1 as the quantity purchased, it means that the clients have purchased all the items they want.

Beware: while buying the items the client might ask for something that does not exist in storage (for example, oranges), or might want to purchase more quantities than available in stock (for example, 100 candles). In these cases, the user should get a warning that this item, or quantity, is not available in stock).

Once the user completed adding all the items they would like to purchase, they are asked if they would like to place the order:

Would you like to place this order? (y/n)

If the user inputs y, the purchased items are printed to the user along with their quantities, and the quantities in storage are updated.

If the user inputs n, or any other input, the system displays: order not placed.

Once this menu is complete, the user is taken back to Menu 1.

The deadline of this project is Sunday, March 31st. We will discuss in class when the code review session will be.