Our program is a search engine/log that tracks user searches and checkouts. The first class encountered by the user will be menu, which will load the method initialmenu and prompt the user to make a selection of either (s)earch, or quit. If the user selects (s)earch, the user will be directed to the subclass searchmenu with the options to search by (a)uthor, (i)sbn, (n)ame, (c)art menu or (q)quit. Depending on the input, one of the methods: isbnmenu,namemenu, or authormenu will be called. The corresponding method in the search class (searchmenu:authormenu will call search:searchauthor) and conduct a search from the user input. The user will then be prompted to search via the isbn, name, or author. From there, if there are results, the initialmenu method from the class cartmenu will load, prompting the user to add (a)ll, (n)one, or specific books that were loaded from the search. If a book is found an object of class book will be created, and added to the listofbooks array in search. If the user adds a book, the object will be added to the cart array in the cart class via the method addcart. The search menu will then be loaded from the method initialmenu in the subclass searchmenu. Once the user has adjusted the cart respectively, they can checkout using the (c)heckout option in that calls the buycart method in the cart class, and writes the information in the log file using the addToData method in the log class. The user will then be re-directed to the main menu via the initialmenu method in the menu.

For example:

\*\*\*Welcome to Booksearch\*\*\*

Please select an option:

(s)earch

(q)uit

USER INPUT:s

Please select an option:

(a)uthor book search

(i)sbn book search

(n)ame book search

(c)art menu

(q)uit

USER INPUT: a

Please input the author’s name:

USER INPUT: matthew

//The search will pull from a file (or online database if we can get it worked out)

SEARCH RESULTS

(a)ll

(n)one

1. MATTHEW’S BOOK, 12345, MATTHEW CAGE

2. OTHER MATTHEW’S BOOK, 1235, MATTHEW CARDIGAN

Please select the book(s) you’d like to add to cart:

USER INPUT: a

Book number 1 added to cart

Book number 2 added to cart

Please select an option:

(a)uthor search for book

(i)sbn search for book

(n)ame search for book

(c)art menu

(q)uit

USER INPUT: c

\*\*\*Cart Menu\*\*\*

(r)emove item

(a)dd item

(d)elete cart

(v)iew cart

(c)heckout

(q)uit

USER INPUT:c

//The checkout option will write the books to a log file

Books checked out:

1. MATTHEW’S BOOK, 12345, MATTHEW CAGE

2. OTHER MATTHEW’S BOOK, 1235, MATTHEW CARDIGAN

//The program will go back to the main menu at this point