Project Three Documentation

A screen shot of a computer program

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The program is structured to incorporate an inventory object to read data from a file, write to another, process and view such data in a legible format with three different options. First, the inventory object is created and given an input file path.



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Then, the inventory object processes the data into its private member map and is given a file path to output such data.



Each string within the file is tested whether or not it is present in the map, then is added accordingly.

A picture containing text, screenshot, software

Description automatically generated

The output file is populated by iterating through the map and printing both its key and value per line.

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Finally, the program is in the portion in which the user sees their possible menu choices and can input what they want.

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Below is the menu search method, ensuring legible output in any case possible.

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Below is the method which prints data with a number representation, allowing for those who want discrete depiction of the data.

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Below is the method which prints data with asterisks representing the amount of each inventory item, allowing for a more visualist approach to data readability.

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