The Corner Grocery app makes use of 5 files, two Header files, two .cpp files that define the functions from the header files and lastly the main driver file.

The main driver file holds the menu that displays options to the user and based off user input, calls functions from the Util class, the names of the input and output files are hardcoded, and also the files must be pre-existing.

The Grocery.h and Grocery.cpp hold a Grocery class that can hold an item with its name and frequency(the number of times the item appears in the document. It has getters for its private variables and a function that increments the frequency variable.

The Util.h and Util.cpp class hold several utility functions. The readFIle function takes a filename as an argument, opens the file and loops through the file. While the file has data in it, it compares the data from the file against the data in the map, itemFrequency, if the item does not exist in the map then it gets added to the map, but if it exists then in line 22 it calls the addFrequency function to raise the int value related to the item.

A computer screen with text

Description automatically generated with medium confidence

The getOneFrequency function compares a user input value against the map from its argument. If it is found, it prints the name and the second value’s member function which is the frequency.

A screen shot of a computer

Description automatically generated

The printAll function loops through the map and prints it. The printGraph does something similar but instead of printing the frequency as a int digit, it uses a loop to print \* to create a histogram in the console.



The backupData function takes the map and a filename as argument, opens the file based off the filename and loops through the map to output the data in the output file. Look for the frequency.dat file for the file.