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C++ Programming Internship

Task 2

Contact Management System

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Contact Management System:

```
#include <iostream>
#include <vector>
#include <string>
#include <fstream>
#include <limits>

using namespace std;

class Contact {
public:
    string name;
    string phoneNum;

    Contact(string n, string p) {
        name = n;
        phoneNum = p;
    }
};

class ContactManager {
private:
    vector<Contact> contacts;

    void loadContacts() {
        ifstream infile("Contact.txt");
        if (!infile.is_open()) {
            cerr << "Unable to open file contact.txt" << endl;
            return;
        }

        string name, phoneNumber;
        while (getline(infile, name) && getline(infile, phoneNumber)) {
            contacts.emplace_back(name, phoneNumber);
        }

        infile.close();
    }

    void saveContactsToFile() {
        ofstream outfile("Contact.txt");
        if (!outfile.is_open()) {
            cerr << "Unable to open file " << endl;
            return;
        }

        for (const auto& contact : contacts) {
            outfile << contact.name << endl;
            outfile << contact.phoneNum << endl;
        }

        outfile.close();
    }

public:
    ContactManager() {
        loadContacts();
    }
};
```

```

~ContactManager() {
    saveContactsToFile();
}

void addContact(const string& name, const string& phoneNumber) {
    contacts.emplace_back(name, phoneNumber);
    cout << "Contact added successfully!" << endl;
    saveContactsToFile();
}

void viewContacts() {
    if (contacts.empty()) {
        cout << "No contacts available." << endl;
        return;
    }

    cout << "Contacts:" << endl;
    for (const auto& contact : contacts) {
        cout << "Name: " << contact.name << ", Phone Number: " <<
contact.phoneNum << endl;
    }
}

void deleteContact(const string& name) {
    auto it = remove_if(contacts.begin(), contacts.end(), [&](const Contact&
contact) {
        return contact.name == name;
    });

    if (it != contacts.end()) {
        contacts.erase(it, contacts.end());
        cout << "Contact deleted !" << endl;
        saveContactsToFile();
    }
    else {
        cout << "Contact not found." << endl;
    }
}

};

void showMenu() {
    cout << "\nContact Management System" << endl;
    cout << "1. Add Contact" << endl;
    cout << "2. View Contacts" << endl;
    cout << "3. Delete Contact" << endl;
    cout << "4. Exit" << endl;
    cout << "Choose an option: ";
}

int main() {
    ContactManager manage;
    int choice;
    string name, phoneNumber;

    while (true) {
        showMenu();
        cin >> choice;
        cin.ignore(numeric_limits<streamsize>::max(), '\n');

        switch (choice) {
            case 1:
                cout << "Enter name: ";
                getline(cin, name);

```

```
        cout << "Enter phone number: ";
        getline(cin, phoneNumber);
        manage.addContact(name, phoneNumber);
        break;
    case 2:
        manage.viewContacts();
        break;
    case 3:
        cout << "Enter name to delete: ";
        getline(cin, name);
        manage.deleteContact(name);
        break;
    case 4:
        cout << "Exiting..." << endl;
        return 0;
    default:
        cout << "Invalid choice. Please try again." << endl;
    }
}
```

Documentation

1. Introduction

The Contact Management System is designed to efficiently manage and organize contacts. It provides functionalities to add, view, and delete contacts, ensuring the data is persisted in a file named Contact.txt. The application is built using C++ and leverages standard libraries for file handling and user interaction.

2. Setup Instructions

2.1 File Setup

1. Create the Contact File:

- Ensure a file named Contact.txt is present in directory as the source code. This file will store the contacts in a text format, with each contact's name and phone number on different lines.

2.2 Environment Setup

Ensure your development environment is set up for C++ development. The following steps provide a general guide for setting up the environment:

1. Install a C++ Compiler:

- **Linux:** Use the package manager (e.g., `sudo apt-get install g++`).
- **macOS:** Use Homebrew (e.g., `brew install gcc`).
- **Windows:** Download and install MinGW or use an IDE like Visual Studio.

2. Set Up an Integrated Development Environment (IDE):

- **Visual Studio Code:** A lightweight IDE with extensions for C++ development.
- **CLion:** A powerful IDE for C++ development by JetBrains.
- **Visual Studio:** A full-featured IDE for Windows.

3. Running the Application

3.1 Compilation and Execution

Follow these steps to compile and run the application:

1. Compile the Application:

- Use a C++ compiler to compile the source code file main.cpp.
- Example (using g++ on Linux):

```
bash
Copy code
g++ -o contact_manager main.cpp
```

2. Run the Application:

- Execute the compiled executable (contact_manager or equivalent based on compilation).
- Example (on Linux):

```
bash
Copy code
./contact_manager
```

4. Functionality

4.1 Adding a Contact

The addContact function allows the user to add a new contact by providing a name and phone number:

```
void addContact(const string& name, const string& phoneNumber)
```

4.2 Viewing Contacts

The viewContacts function displays all the contacts stored in the Contact.txt file:

```
void viewContacts()
```

4.3 Deleting a Contact

The deleteContact function removes a contact by the specified name:

```
void deleteContact(const string& name)
```

5. Error Handling

The application includes mechanisms to handle errors that may occur during file operations and user input:

5.1 File Operation Errors

- **File Opening Errors:**
 - The application checks if the file Contact.txt can be opened for reading or writing. If the file cannot be opened, an error message is displayed.

5.2 User Input Errors

- **Invalid Choices:**
 - The application verifies the user's choice and ask them to enter a valid option if the input is wrong.

6. Conclusion

The “Contact Management System” is a simple effective tool for managing contacts. It demonstrates key concepts in file handling and user interaction in C++. We can further customize and extend the application functionality based on their specific, such as adding additional contact fields or enhancing error-handling mechanisms.