Store Management & Interaction System

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Student 1 – Store Management | Student 2 – Store Interaction

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I. Task Description

This project implements a store management and customer interaction system using C++. The responsibilities were divided as follows:

- **Eduard Ciulpan (Student 1)** – Manages the store:
  - Add, delete, and modify products (price, quantity)
  - View placed orders

- **Alexandru Baba (Student 2)** – Interacts with the store:
  - Add, modify, and delete products in/from the shopping cart
  - Place an order from the cart

II. Data Structures Used

The following C++ classes were defined and used:

- **Product**: `string barcode`, `string name`, `int quantity`, `double price`

- **Date**: `int day`, `int month`, `int year`

- **Order**: `vector<Product> products`, `Date date`

III. File Structures

The system communicates using three files:

stoc.txt

Stores the current stock of products:

```
<number of products>
<barcode> <name> <quantity> <price>
...
```

comenzi.txt

Stores placed orders:

```
<date>
<list of barcodes>
...
```

cos$_c$*umparaturi.txt*

Stores the shopping cart before purchase:

```
<barcode> <quantity>
...
```

IV. Application Commands

Application 1 (Store Management) – Eduard Ciulpan

- `./app_1.exe view_stock_products`

- `./app_1.exe add_product <barcode> <name> <quantity> <price>`

- `./app_1.exe delete_product <barcode>`

- `./app_1.exe modify_product <price|quantity> <barcode> <new_value>`

- `./app_1.exe view_orders`

Application 2 (Store Interaction) – Alexandru Baba

- `./app_2.exe view_cart`

- `./app_2.exe add_product <barcode> <quantity>`

- `./app_2.exe modify_product <barcode> <new_quantity>`

- `./app_2.exe delete_product <barcode>`

- `./app_2.exe purchase`