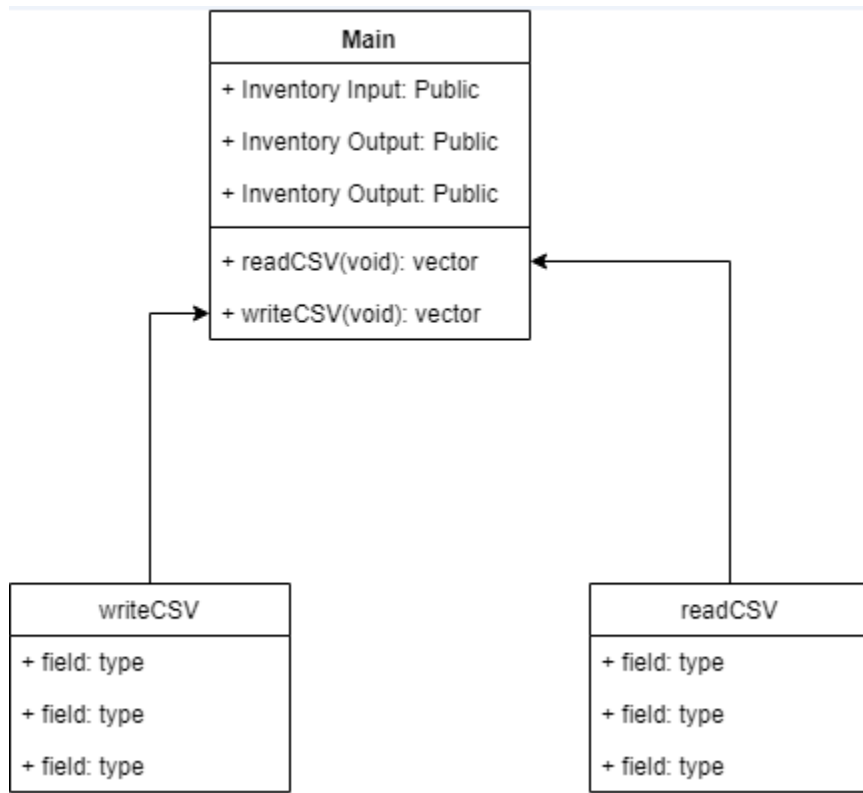


Final Project – COMP 182/L

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Inventory – This project contains external files that holds the inventory, and coming deliveries.

UML – Diagram



```
// ConsoleApplication1.cpp : This file contains the 'main' function. Program execution
// begins and ends there.
//

#include "pch.h"
#include <iostream>
#include <fstream>
#include <stdio.h>
#include <vector>
#include <string>
#include <sstream>
using namespace std;

struct Inventory // inventory structure
{
    string title;
    int count;
};

void writeCSV(string filename, vector<Inventory> pre_inv) //write CSV file
{
    fstream file;
    //writefile
```

```

        file.open(filename);
        for (auto l : pre_inv) {
            file << l.title<<","<<l.count ;
            file << endl;
        }
        file.close();
    }
    vector<Inventory> readCSV(string filename) // read csv file data
    {
        vector<Inventory> pre_inv;
        //readfile
        fstream file;
        file.open(filename);
        string line;
        while (getline(file, line, '\n'))
        {
            istringstream templine(line);
            string data;
            Inventory inv;
            int k = 0;
            while (getline(templine, data, ','))
            {
                if(k==0)inv.title = data;
                else inv.count = stoi(data);
                k++;
            }
            pre_inv.push_back(inv);
        }
        file.close();
        return pre_inv;
    }
int main()
{

    vector<Inventory> pre_inv = readCSV("pre_inv.csv"); // read previous inventory
    vector<Inventory> income_inv = readCSV("income_inv.csv"); // read income inventory
    vector<Inventory> total_inv; // total inventories

    for (auto inv1 : pre_inv) { // combine previous and income inventories
        int count = inv1.count;
        int index = 0;
        for (auto inv2 : income_inv) {
            if (inv1.title==inv2.title)
            {
                inv1.count += inv2.count;
                income_inv[index].count = 0;
            }
            index++;
        }
        total_inv.push_back(inv1);
    }
    for (auto inv3 : income_inv) {
        if (inv3.count>0)
        {
            total_inv.push_back(inv3);
        }
    }

    while (true) // unlimited loop untill Q input
    {
        cout << "Welcome to app\n";
        cout << "L -- List all inventories\n";
        cout << "A -- Add <title> inventory\n";
    }
}

```

```

cout << "D -- Remove <title> inventory\n";
cout << "S -- Save inventory into result.csv\n";
cout << "Q -- Quit\n";

string sign; // read sign charactor
cin >> sign;
if (sign == "L")// display inventory list
{
    cout << "Inventories\n";
    for (auto l : total_inv) {
        cout << l.title
            << " " << l.count
            << endl;
    }
}
else if (sign == "A")// add invenotry
{
    Inventory inv;
    cout << "Input inventory title\n";
    string title;
    cin >> title;
    cout << "Input inventory count\n";
    int count;
    cin >> count;

    inv.title = title;
    inv.count = count;
    int index = 0;
    for (auto l : total_inv) {
        if (inv.title==l.title)
        {
            total_inv[index].count += inv.count;
            inv.count = 0;
            break;
        }
        index++;
    }
    if (inv.count>0)
    {
        total_inv.push_back(inv);
    }
}
else if (sign == "D") // delete inventory
{
    Inventory inv;
    cout << "Input inventory title\n";
    string title;
    cin >> title;
    cout << "Input inventory count\n";
    int count;
    cin >> count;

    inv.title = title;
    inv.count = count;
    int index = 0;
    for (auto l : total_inv) {
        if (inv.title == l.title)
        {
            total_inv[index].count -= inv.count;
            inv.count = 0;
            break;
        }
    }
}

```

```

        index++;
    }

    }
    else if (sign == "S") { //save result into result.csv file
        writeCSV("result.csv", total_inv);
    }
    else if (sign == "Q") return 0; // quit
}
}
}

```

The Output.

```

C:\Users\Rakan\CLionProjects\FinalProject\cmake-bu
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
L
Inventories
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
A
Input inventory title
Tables
Input inventory count
10
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
A
Input inventory title
Chairs
Input inventory count
20

```

```
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
L
Inventories
Tables 10
Chairs 20
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
S
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
D
Input inventory title
Chairs
Input inventory count
10
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
```

```
Input inventory title
Chairs
Input inventory count
10
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
Q
Inventories
Tables 10
Chairs 10
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
S
Welcome to app
L -- List all inventories
A -- Add <title> inventory
D -- Remove <title> inventory
S -- Save inventory into result.csv
Q -- Quit
Q
Process finished with exit code 0
```