**Online Bazar**

**Mini Project of SDF-II Lab**

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**Introduction**

**BAZAR is an e - Shopping system that allows the customers to buy products by following just a few simple steps. Moreover , it allows the owner to manage the products. Our system facilitates easy shopping for customers and easy management of products for the owner.**

**Problem statement :**

**1. Allow the user to sign up.**

**2. Allow the user to sign in and buy products.**

**3. System should provide information about the available products with their respective prices and stock and allow the users to buy them..**

**4. Allow the owner to manage the products buy changing their prices and stock.**

**Objectives:**

**1. Design a system where user can**

**I. Sign up by providing his/her details**

**II. Sign in using his/her details**

**III. Buy Products by choosing the desired products**

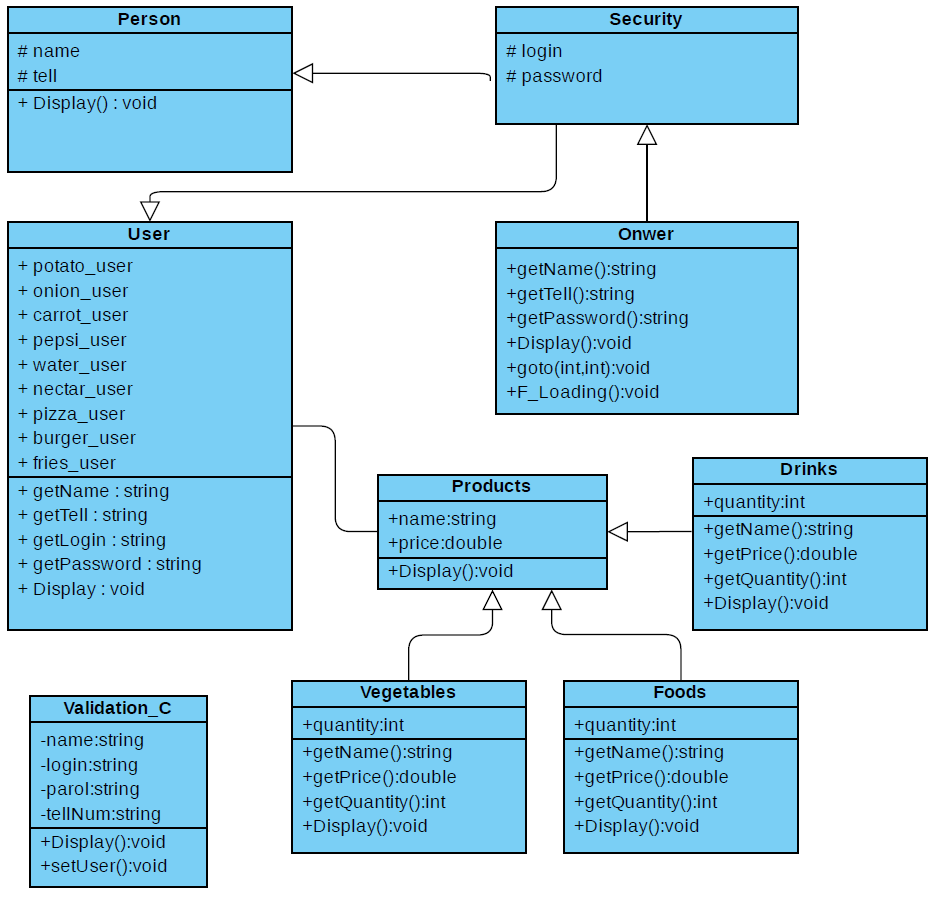
**2. Make use of file handling to store the users’ data that would be used later for sign in.**

**3. Make use of file handling and oops to store movies’ information.**

**4. Make use of functions to allow the user to select the desired product.**

**5. Make use of basic C++ and oops functions to allow the owner to manage the products.**

**UML- Class Diagram**

****

**Project Code**

#include <iostream>  // I/O stream

#include <string>    // Text

#include <ctime>     // Time sleep

#include <ctype.h>   // Validation

#include <conio.h>   // Getch

#include <Windows.h> // Loading

#include <fstream>   // File handling

#include <iomanip>   // setfill

using namespace std;

class Person {

protected:

    string name;

    string tell;

public:

    // Constructor for Person class

    Person(string name, string tell) {

        this->name = name; this->tell = tell;

    }

    virtual void Display() = 0;

};

/////////////////////////////////////////////////

class Security : public Person { // Sub class of Person

protected:

    string login;

    string password;

public:

    // Constructor for Securoty class

    Security(string name, string tell, string login, string password) :Person(name, tell) {

        this->login = login; this->password = password;

    }

};

/////////////////////////////////////////////////

class User : public Security { // 1st Sub class of Securit

public:

    // Storage

    int Potatoes\_User = 0, Onion\_User = 0, Carrot\_User = 0;

    int Water\_User = 0, Pepsi\_User = 0, Nectar\_User = 0;

    int Pizza\_User = 0, Burger\_User = 0, Fries\_User = 0;

    // Constructor for User's sign up

    User(string name, string tell, string login, string password) : Security(name, tell, login, password) {

        this->name = name;

        this->tell = tell;

        this->login = login;

        this->password = password;

    }

    // get Name of User

    string getName() {

        return name;

    }

    // get Tell of User

    string getTell() {

        return tell;

    }

    // get Login of User

    string getLogin() {

        return login;

    }

    // get Password of User

    string getPassword() {

        return password;

    }

    // Display Info

    void Display() {

        cout << "\t\tName    : " << name << endl;

        cout << "\t\tTell    : " << tell << endl;

        cout << "\t\tLogin   : " << login << endl;

        cout << "\t\tPassword: " << password << endl;

    }

};

/////////////////////////////////////////////////

class Owner : public Security { // 2nd Sub class of Security

public:

    // Constructor for User's sign up

    Owner(string name, string tell, string login, string password) : Security(name, tell, login, password) { }

    // get Name of User

    string getName() {

        return name;

    }

    // get Tell of User

    string getTell() {

        return tell;

    }

    // get Login of User

    string getLogin() {

        return login;

    }

    // get Password of User

    string getPassword() {

        return password;

    }

    // Display Info

    void Display() {

        cout << "Name:     " << name << endl;

        cout << "Tell:     " << tell << endl;

        cout << "Login:    " << login << endl;

        cout << "Password: " << password << endl;

    }

};

void gotoXY(int x, int y) {

    //'COORD' is a built in function for positioning the objects

    COORD d;

    d.X = x;

    d.Y = y;

    SetConsoleCursorPosition(GetStdHandle(STD\_OUTPUT\_HANDLE), d);

}

void F\_Loading() {

    cout << "\n\n\n\n\n\n";

    cout << "\t\t\t       -------------------------------------  \n";

    cout << "\t\t\t         E I G H T S O F T  A C A D E M Y      \n";

    cout << "\t\t\t       -------------------------------------  \n";

    cout << "\t\t\t                   B A Z A R             \n";

    cout << "\t\t\t       \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \n";

    char a = 219;

    gotoXY(45, 14);

    cout << "LOADING... " << endl;

    gotoXY(37, 16);

    for (int r = 1; r <= 26; r++)

    {

        //for speed

        for (int speed = 0; speed <= 110000000; speed++);

        cout << a;

    }

    cout << endl;

}

//////////////////////////////////////////////// price and name of Products //// virtual class

class Products

{

public:

    string name; double price;

public:

    Products(string name, double price) {

        this->name = name; this->price = price;

    }

    virtual void Display() = 0;

};

/////////////////////////////////////////////////

class Vegetables : public Products

{

public:

    int quantity;

public:

    Vegetables(string name, double price, int quantity) : Products(name, price) {

        this->quantity = quantity;

    }

    string getName() {

        return name;

    }

    double getPrice() {

        return price;

    }

    int getQuantity() {

        return quantity;

    }

    void Display() {

        cout << setw(11) << name << "\t" << price << setw(4) << "\t" << quantity << endl;

    }

};

/////////////////////////////////////////////////

class Drinks : public Products

{

public:

    int quantity;

public:

    Drinks(string name, double price, int quantity) : Products(name, price) {

        this->quantity = quantity;

    }

    string getName() {

        return name;

    }

    double getPrice() {

        return price;

    }

    int getQuantity() {

        return quantity;

    }

    void Display() {

        cout << setw(11) << name << "\t" << price << setw(4) << "\t" << quantity << endl;

    }

};

/////////////////////////////////////////////////

class Foods : public Products

{

public:

    int quantity;

public:

    Foods(string name, double price, int quantity) : Products(name, price) {

        this->quantity = quantity;

    }

    string getName() {

        return name;

    }

    double getPrice() {

        return price;

    }

    int getQuantity() {

        return quantity;

    }

    void Display() {

        cout << setw(11) << name << "\t" << price << setw(4) << "\t" << quantity << endl;

    }

};

// Global Identifires for validation

int Num\_Upper = 0, Num\_Lower = 0, Num\_Number = 0, Validation = 0;

string Login\_Sign, Parol\_Sign;

// Identifires for File Hendling

string Name\_Memory, Login\_Memory, Parol\_Memory, TellNum\_Memory;

class Validation\_C {

private:

    // Identifires

    string Name, Login, Parol, TellNum;

public:

    // Defoult Constructor

    Validation\_C() {

        Name = "";

        Login = "";

        Parol = "";

        TellNum = "";

    }

    //Function display

    void Display() {

        cout << "\t\t\tUser Information:" << endl << endl;

        cout << "\t\tUser Name  : " << Name << endl;

        cout << "\t\tTelephone  : " << TellNum << endl;

        cout << "\t\tLogin      : " << Login << endl;

        cout << "\t\tPassword   : " << Parol << endl;

    }

    // Set Info of User

    void SetUser() {

        cout << "\t\t\t\t       Register User:" << endl << endl;

        cout << "\t\t\t\t        User Name : "; cin >> Name;

        cout << "\t\t\t\t        Telephone : "; cin >> TellNum;

        cout << "\t\t\t\t        Login     : "; cin >> Login;

        cout << "\t\t\t\t        Password  : "; cin >> Parol;

        // Info sended to Memory

        Name\_Memory = Name;

        Parol\_Memory = Parol;

        Login\_Memory = Login;

        TellNum\_Memory = TellNum;

    }

    // Friend Functions

    //Validation Check for parol

    friend void ValidationParol(Validation\_C User) {

        if (User.Parol.length() >= 6 && User.Parol.length() <= 15) {

            for (int i = 0; i < User.Parol.length(); i++) {

                if (isupper(User.Parol[i])) {  // Number of Upper Letters

                    Num\_Upper += 1;

                }

                if (islower(User.Parol[i])) {  // Number of Lower Letters

                    Num\_Lower += 1;

                }

                if (isdigit(User.Parol[i])) {  // Number of Digits

                    Num\_Number += 1;

                }

            }

            if (Num\_Upper >= 1 && Num\_Upper <= 10 && Num\_Lower >= 4 && Num\_Lower <= 10 && Num\_Number >= 2 && Num\_Number <= 10) {

                Validation++;

                Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0;

            }

            else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

        }

        else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

    }

    //Validation Check for Name

    friend void ValidationName(Validation\_C  User) {

        if (User.Name.length() >= 1 && User.Name.length() <= 15) {

            for (int i = 0; i < User.Name.length(); i++) {

                if (isupper(User.Name[i])) {

                    Num\_Upper += 1;

                }

                if (islower(User.Name[i])) {

                    Num\_Lower += 1;

                }

                if (isdigit(User.Name[i])) {

                    Num\_Number += 1;

                }

            }

            if (Num\_Upper <= 1 && Num\_Lower >= 1 && Num\_Lower <= 14 && Num\_Number == 0) {

                Validation++;

                Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0;

            }

            else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

        }

        else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

    }

    //Validation Check for TellNum

    friend void ValidationTellNum(Validation\_C User) {

        if (User.TellNum.length() >= 9 && User.TellNum.length() <= 12) {

            for (int i = 0; i < User.TellNum.length(); i++) {

                if (isupper(User.TellNum[i])) {

                    Num\_Upper += 1;

                }

                if (islower(User.TellNum[i])) {

                    Num\_Lower += 1;

                }

                if (isdigit(User.TellNum[i])) {

                    Num\_Number += 1;

                }

            }

            if (Num\_Upper == 0 && Num\_Lower == 0 && Num\_Number >= 9 && Num\_Number <= 12) {

                Validation++;

                Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0;

            }

            else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

        }

        else { Num\_Upper = 0; Num\_Lower = 0; Num\_Number = 0; }

    }

};

// Objects

Validation\_C User\_Validtaion;

User User\_1(Name\_Memory, TellNum\_Memory, Login\_Memory, Parol\_Memory);

// Product Types

Vegetables Onion("Onion", 3600.0, 10), Potatoes("Potatoes", 7890.0, 10), Carrot("Carrot", 4890.0, 10);

Drinks Water("Water", 1590.0, 10), Pepsi("Pepsi", 3590.0, 10), Nectar("Nectar", 7550.0, 10);

Foods Pizza("Pizza", 48000.0, 10), Burger("Burger", 19000, 10), Fries("Potatoe Fries", 15000, 10);

// Global Values for CART part

long double Overall\_Sum;

long double Ch\_Price, Ch\_Quantity;

//Password and login for Owner

string Owner\_Login\_Sign = "sahil\_26";

string Owner\_Parol\_Sign = "Sahil123@";

//Functions

// Declaretion Functions

void F\_General\_Menu();

void F\_Sign\_in();

void F\_Developers();

void F\_Logo(); // Logo "BAZAR" for User

void F\_Logo\_Owner(); // Logo "BAZAR" for Owner

void F\_User\_Main\_Menu(); // User's Main Menu

void F\_Table\_For\_Increasing\_And\_Decreasing(); // User

void F\_Vegetables\_Fruits\_Menu(); // User

void F\_Water\_Beverages\_Menu(); // User

void F\_Bread\_Bakery\_Menu(); // User

void F\_Cart\_Check();

void F\_Owner\_Main\_Menu(); // Owner's Main Menu

void F\_Owner\_Products\_Stotage();

void F\_Owner\_Customers\_List();

/////////////////////////////////////////////////

int main() {

    //Loading

    //F\_Loading();

    F\_General\_Menu();

    system("pause");

    return 0;

}

void F\_General\_Menu() {

    // Main Menu

    for (int i = 0; i < 1000; i++) {

        system("cls");

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

        cout << "                       B A Z A R                          A U T H E N T I C A T I O N               \n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

        cout << "\t\t\t\t\t  Authentication \n" << endl;

        cout << "\t\t\t\t\t   1. Sign in" << endl;

        cout << "\t\t\t\t\t   2. Sign up" << endl;

        cout << "\t\t\t\t\t   3. About" << endl;

        cout << "\t\t\t\t\t   0. Exit" << endl << endl;

        cout << "\t\t\t\t\t  Your Choice: ";

        switch (\_getch()) {

        case 49: { // Sign in

            system("cls");

            F\_Sign\_in();

            system("pause");

        }

               break;

        case 50: {  // Register

                     // Set details with validation

            for (int i = 0; i != 1;) {

                system("cls");

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << "                       B A Z A R                             R E G I S T R A T I O N         \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

                cout << "\t\t\t\t        Example of Registration: " << endl;

                cout << "\t\t\t\t       \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl;

                cout << "\t\t\t\t        User Name  : sahil\_sandhu " << endl;

                cout << "\t\t\t\t        Telephone  : 9700000002" << endl;

                cout << "\t\t\t\t        Login      : sahil\_26 " << endl;

                cout << "\t\t\t\t        Password   : Sahil123@ " << endl;

                cout << "\t\t\t\t       \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl << endl;

                User\_Validtaion.SetUser();

                ////////////

                ValidationParol(User\_Validtaion);

                ValidationName(User\_Validtaion);

                ValidationTellNum(User\_Validtaion);

                if (Validation == 3) {

                    ////// File Handling For User Info

                    ofstream User\_Info;

                    User\_Info.open("User\_Info.txt", ios::app);  // Opening File

                    // Setting User Info in Memory

                    User\_Info << Name\_Memory << endl;

                    User\_Info << TellNum\_Memory << endl;

                    User\_Info << Login\_Memory << endl;

                    User\_Info << Parol\_Memory << endl;

                    User\_Info.close();

                    ///////// End of the File Handling

                    cout << "\t\t\t\t \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl;

                    cout << "\t\t\t\t      Correct Validation" << endl;

                    i++;

                    cout << "\t\t\t\tPlease press any key to continue..." << endl << endl;

                    system("Pause");

                    Validation = 0;

                }

                else {

                    cout << "\t\t\t\t \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl;

                    cout << "\t\t\t\t      Invalid Validation \n\t\t\t\t(Write correct format for password)" << endl;

                    cout << "\t\t\t    Please press any key to rewrite details..." << endl << endl;

                    system("Pause"); system("cls");

                    Validation = 0;

                }

            }

        }

               break;

        case 51: {  // Developers

            system("cls");

            F\_Developers();

        }

        case 48:{

            return ;

        }

               break;

        default: {  cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        }

    }

}

void F\_Developers() {

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

    cout << "                          B A Z A R                              A B O U T        \n";

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

    cout << "\n\t\t\t\t'Bazar' Online Shopping Aplication " << endl << endl;

    cout << "\t\t\t\tTeam Members: " ;

    cout << "Sahilsher Singh  [9921103131]\n\t\t\t\t\t      Aman Dixit   [9921103133]\n\t\t\t\t\t      Praveen Raj   [9921103121]\n\t\t\t\t\t      Sarthak Chawla   [9921103132] " << endl;

    cout << "\n\n\t\t\t\tPress any key to go back to Menu \n\n" << endl;

    system("pause");

    F\_General\_Menu();

}

// Sign in Function

void F\_Sign\_in() {

    for (int i = 0; i < 1000; i++) {

        system("cls");

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

        cout << "                       B A Z A R                      S I G N  I N          \n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

        cout << "\t\t\t\t\t     Sign in\n\n";

        cout << "\t\t\t\t\t1. Sign in as Owner" << endl;

        cout << "\t\t\t\t\t2. Sign in as User" << endl;

        cout << "\t\t\t\t\t0. Back" << endl << endl;

        cout << "\t\t\t\t\t   Your Choice: ";

        switch (\_getch()) {

        case 49: { // Sign in as Owner

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                   B A Z A R                      O W N E R          \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t      Owner Authentication\n\n";

            cout << "\t\t\t\t\tLogin    : "; cin >> Login\_Sign;

            cout << "\t\t\t\t\tPassword : "; cin >> Parol\_Sign;

            if (Login\_Sign == Owner\_Login\_Sign && Parol\_Sign == Owner\_Parol\_Sign) {

                /////// Owner's Menu

                F\_Owner\_Main\_Menu();

                //////

                system("pause");

            }

            else {  // If Login hasn't Registered

                cout << "\n\n\t\t\t        Your Login and Password are Invalid." << endl;

                cout << "\t\t\t   Please press any key to go back to 'Sign in' Menu.\n\n" << endl;

                system("pause");

                F\_Sign\_in();

            }

        }   break;

        case 50: {  // Sign in as User

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                      B A Z A R                    C U S T O M E R         \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t      Customer Authentication\n\n";

            cout << "\t\t\t\t\tLogin    : "; cin >> Login\_Sign;

            cout << "\t\t\t\t\tPassword : "; cin >> Parol\_Sign;

            //////   File Handling For User Info

            ifstream Search;

            Search.open("User\_Info.txt");

            while (Search) {

                Search >> Name\_Memory;

                Search >> TellNum\_Memory;

                Search >> Login\_Memory;

                Search >> Parol\_Memory;

                if (Login\_Sign == Login\_Memory && Parol\_Sign == Parol\_Memory) {

                    User User\_1(Name\_Memory, TellNum\_Memory, Login\_Memory, Parol\_Memory);

                    F\_User\_Main\_Menu();

                }

            }

            Search.close();

            ///////// End of the File Handling

            cout << "\n\n\t\t\t        Your Login and Password are Invalid." << endl;

            cout << "\t\t\t   Please press any key to go back to 'Sign in' Menu.\n\n" << endl;

            system("pause");

            F\_Sign\_in();

        }

               break;

        case 48: {  // Back

            system("cls");

            i = 1000;

            F\_General\_Menu();

        }

               break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        }

    }

}

// User

void F\_Logo() {

    system("cls");

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

    cout << "                        B A Z A R                    8. Account Info         \n";

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

}

void F\_User\_Main\_Menu() {

    // Entering as a Guest

    for (int i = 0; i < 1000; i++) {

        F\_Logo();

        cout << "       Categories\n\n";

        cout << "       1. Vegetables & Fruits\n\n";

        cout << "       2. Water & Beverages\n\n";

        cout << "       3. Bread & Bakery Products\n\n";

        cout << "       4. Cart and Overall Sums\n\n";

        cout << "       0. Go Back\n\n";

        cout << "       Your choice: ";

        switch (\_getch()) {

        case 49: {

            F\_Vegetables\_Fruits\_Menu();

        } break;

        case 50: {

            F\_Water\_Beverages\_Menu();

        } break;

        case 51: {

            F\_Bread\_Bakery\_Menu();

        }

        case 52:

        {

            F\_Cart\_Check();

        }

        break;

        case 48: {  // Back to Menu

            system("cls");

            i = 1000;

            F\_Sign\_in();

        } break;

        case 56: { // User info

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                       B A Z A R                        U S E R  I N F O         \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t    User Information:" << endl << endl;

            cout << "\t\t\t\t      User Name  : " << Name\_Memory << endl;

            cout << "\t\t\t\t      Telephone  : " << TellNum\_Memory << endl;

            cout << "\t\t\t\t      Login      : " << Login\_Memory << endl;

            cout << "\t\t\t\t      Password   : " << Parol\_Memory << endl << endl << endl;

            system("pause");

        }

               break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        } // switch

    } // for loop

}

void F\_Table\_For\_Increasing\_And\_Decreasing() {

    cout << "     (+)   'Press 1'                        \n";

    cout << "     (-)   'Press 2'                        \n";

    cout << "     (0)   'Back'                           \n";

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

    cout << "     Add to Cart:  \n";

    //cin >> VariableForIncreasingAndDecreasing;

}

void F\_Vegetables\_Fruits\_Menu() {

    for (int k = 0; k < 1000; k++) {

        F\_Logo();

        cout << "      Categories -> Vegetables & Fruits \t\t Cart \n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

        cout << " 1. Potatoes, Weight \t\t\t\t\t"; cout << Potatoes.getQuantity() << " (kg)" << endl;

        cout << "    " << Potatoes.getPrice() << " RS. for 1 kg\n\n";

        cout << " 2. Yellow Carrot, Weight \t\t\t\t"; cout << Carrot.getQuantity() << " (kg)" << endl;

        cout << "    " << Carrot.getPrice() << " RS. for 1 kg\n\n";

        cout << " 3. Onion, Weight \t\t\t\t\t"; cout << Onion.getQuantity() << " (kg)" << endl;

        cout << "    " << Onion.getPrice() << " RS. for 1 kg\n\n";

        cout << " 0. Back\n\n";

        cout << " Your choice: ";

        switch (\_getch()) {

            // for potatoes

        case 49: {

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Vegetables & Fruits \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Potatoes, Weight \t\t\t\t\t"; cout << Potatoes.getQuantity() << " (kg)" << endl;

                cout << "     " << Potatoes.getPrice() << " RS. for 1 kg\n\n";

                //

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Potatoes.getQuantity() > 0) { // checking for storage and user needs

                        User\_1.Potatoes\_User++;

                        Potatoes.quantity--;

                        cout << " Quantity of Potatoes (kg): " << User\_1.Potatoes\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Potatoes\_User > 0) { // Check for (-1 kg)

                        User\_1.Potatoes\_User--;

                        Potatoes.quantity++;

                        cout << " Quantity of Potatoes (kg): " << User\_1.Potatoes\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (kg) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for potato

            }// 'for' loop for potato

        }

               break;

               // for carrot

        case 50: {

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Vegetables & Fruits \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Carrot, Weight \t\t\t\t\t"; cout << Carrot.getQuantity() << " (kg)" << endl;

                cout << "     " << Carrot.getPrice() << " RS. for 1 kg\n\n";

                //

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Carrot.getQuantity() > 0) { // checking for storage and user needs

                        User\_1.Carrot\_User++;

                        Carrot.quantity--;

                        cout << " Quantity of Carrot (kg): " << User\_1.Carrot\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Carrot\_User > 0) { // Check for (-1 kg)

                        User\_1.Carrot\_User--;

                        Carrot.quantity++;

                        cout << " Quantity of Carrot (kg): " << User\_1.Carrot\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (kg) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for potato

            }// 'for' loop for potato

        }

               break;

               // for onion

        case 51: {

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Vegetables & Fruits \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Onion, Weight \t\t\t\t\t"; cout << Onion.getQuantity() << " (kg)" << endl;

                cout << "     " << Onion.getPrice() << " RS. for 1 kg\n\n";

                //

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Onion.getQuantity() > 0) { // checking for storage and user needs

                        User\_1.Onion\_User++;

                        Onion.quantity--;

                        cout << " Quantity of Onion (kg): " << User\_1.Onion\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Onion\_User > 0) { // Check for (-1 kg)

                        User\_1.Onion\_User--;

                        Carrot.quantity++;

                        cout << " Quantity of Carrot (kg): " << User\_1.Onion\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (kg) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for potato

            }// 'for' loop for potato

        }

               break;

               // Back to F\_User menu

        case 48: {   k = 1000;

            //F\_User\_Main\_Menu();

        }

               break;

        case 56: { // User info

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                     B A Z A R                         U S E R  I N F O         \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t    User Information:" << endl << endl;

            cout << "\t\t\t\t      User Name  : " << Name\_Memory << endl;

            cout << "\t\t\t\t      Telephone  : " << TellNum\_Memory << endl;

            cout << "\t\t\t\t      Login      : " << Login\_Memory << endl;

            cout << "\t\t\t\t      Password   : " << Parol\_Memory << endl << endl << endl;

            system("pause");

        }

               break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        } // switch ends

    } // loop ends

} // function ends

void F\_Water\_Beverages\_Menu() {

    for (int k = 0; k < 1000; k++) {

        F\_Logo();

        cout << "      Categories -> Water & Beverages \t\t\t Cart \n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

        cout << " 1. Water, Hydrolife without gas 500ml \t\t\t"; cout << Water.getQuantity() << " (pc)" << endl;

        cout << "    " << Water.getPrice() << " RS. for 1 pc\n\n";

        cout << " 2. Pepsi 500ml   \t\t\t\t\t"; cout << Pepsi.getQuantity() << " (pc)" << endl;

        cout << "    " << Pepsi.getPrice() << " RS. for 1 pc\n\n";

        cout << " 3. Nectar, Zet Apple 125ml \t\t\t\t"; cout << Nectar.getQuantity() << " (pc)" << endl;

        cout << "    " << Nectar.getPrice() << " RS. for 1 pc\n\n";

        cout << " 0. Back\n\n";

        cout << " Your choice: ";

        switch (\_getch()) {

        case 49: { // Water

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Water & Beverages \t\t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Water, Hydrolife without gas 500ml \t\t"; cout << Water.getQuantity() << " (pc)" << endl;

                cout << "     " << Water.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Water.getQuantity() > 0) { // checking for storage and user needs

                        Water.quantity--;

                        User\_1.Water\_User++;

                        cout << " Quantity of Bottles (pc): " << User\_1.Water\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Water\_User > 0) { // Check for (-1 kg)

                        Water.quantity++;

                        User\_1.Water\_User--;

                        cout << " Quantity of Bottles (pc): " << User\_1.Water\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for water

            }// 'for' loop for water

        }

               break;

        case 50: { // Pepsi

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Water & Beverages \t\t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "      Pepsi 500ml \t\t\t\t\t"; cout << Pepsi.getQuantity() << " (pc)" << endl;

                cout << "      " << Pepsi.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Pepsi.getQuantity() > 0) { // checking for storage and user needs

                        Pepsi.quantity--;

                        User\_1.Pepsi\_User++;

                        cout << " Quantity of Bottles (pc): " << User\_1.Pepsi\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Pepsi\_User > 0) { // Check for (-1 kg)

                        Pepsi.quantity++;

                        User\_1.Pepsi\_User--;

                        cout << " Quantity of Bottles (pc): " << User\_1.Pepsi\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for water

            }// 'for' loop for water

        }

               break;

        case 51: { // Nectar

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Water & Beverages \t\t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "      Nectar 500ml \t\t\t\t\t"; cout << Nectar.getQuantity() << " (pc)" << endl;

                cout << "      " << Nectar.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Nectar.getQuantity() > 0) { // checking for storage and user needs

                        Nectar.quantity--;

                        User\_1.Nectar\_User++;

                        cout << " Quantity of Bottles (pc): " << User\_1.Nectar\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Nectar\_User > 0) { // Check for (-1 kg)

                        Nectar.quantity++;

                        User\_1.Nectar\_User--;

                        cout << " Quantity of Bottles (pc): " << User\_1.Nectar\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for water

            }// 'for' loop for water

        }

               break;

               // Back to F\_User menu

        case 48: {   k = 1000;

            F\_User\_Main\_Menu(); }

               break;

        case 56: { // User info

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                       B A Z A R                          U S E R  I N F O         \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t    User Information:" << endl << endl;

            cout << "\t\t\t\t      User Name  : " << Name\_Memory << endl;

            cout << "\t\t\t\t      Telephone  : " << TellNum\_Memory << endl;

            cout << "\t\t\t\t      Login      : " << Login\_Memory << endl;

            cout << "\t\t\t\t      Password   : " << Parol\_Memory << endl << endl << endl;

            system("pause");

        }

               break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        } // switch ends

    } // loop ends

} // function ends

void F\_Bread\_Bakery\_Menu() {

    for (int k = 0; k < 1000; k++) {

        F\_Logo();

        cout << "      Categories -> Bread & Bakery Products \t\t Cart \n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

        cout << " 1. Pizza \t\t\t\t\t\t"; cout << Pizza.getQuantity() << " (pc)" << endl;

        cout << "    " << Pizza.getPrice() << " RS. for 1 pc\n\n";

        cout << " 2. Burger \t\t\t\t\t\t"; cout << Burger.getQuantity() << " (pc)" << endl;

        cout << "    " << Burger.getPrice() << " RS. for 1 pc\n\n";

        cout << " 3. Potatoe Fries \t\t\t\t\t"; cout << Fries.getQuantity() << " (pc)" << endl;

        cout << "    " << Fries.getPrice() << " RS. for 1 pc\n\n";

        cout << " 0. Back\n\n";

        cout << " Your choice: ";

        switch (\_getch()) {

        case 49: { // Pizza

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Food Products \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Pizza \t\t\t\t\t"; cout << Pizza.getQuantity() << " (pc)" << endl;

                cout << "     " << Pizza.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Pizza.getQuantity() > 0) { // checking for storage and user needs

                        Pizza.quantity--;

                        User\_1.Pizza\_User++;

                        cout << " Quantity of Pizza (pc): " << User\_1.Pizza\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Pizza\_User > 0) { // Check for (-1 pc)

                        Pizza.quantity++;

                        User\_1.Pizza\_User--;

                        cout << " Quantity of Pizza (pc): " << User\_1.Pizza\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for bun bread

            }// 'for' loop for bun bread

        }

               break;

        case 50: { // Burger

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Food Products \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Burger \t\t\t\t\t"; cout << Burger.getQuantity() << " (pc)" << endl;

                cout << "     " << Burger.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Burger.getQuantity() > 0) { // checking for storage and user needs

                        Burger.quantity--;

                        User\_1.Burger\_User++;

                        cout << " Quantity of Burger (pc): " << User\_1.Burger\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Burger\_User > 0) { // Check for (-1 pc)

                        Burger.quantity++;

                        User\_1.Burger\_User--;

                        cout << " Quantity of Burger (pc): " << User\_1.Burger\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for bun bread

            }// 'for' loop for bun bread

        }

               break;

        case 51: { // Fries

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "      Categories -> Food Products \t\t Cart \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n";

                cout << "     Potatoe Fries \t\t\t\t"; cout << Fries.getQuantity() << " (pc)" << endl;

                cout << "     " << Fries.getPrice() << " RS. for 1 pc\n\n";

                F\_Table\_For\_Increasing\_And\_Decreasing();

                switch (\_getch()) {

                case 49:

                    if (Fries.getQuantity() > 0) { // checking for storage and user needs

                        Fries.quantity--;

                        User\_1.Fries\_User++;

                        cout << " Quantity of Fries (pc): " << User\_1.Fries\_User << endl;

                        cout << "    Successfully added \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Product is over / finished. Sorry!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    if (User\_1.Fries\_User > 0) { // Check for (-1 pc)

                        Burger.quantity++;

                        User\_1.Fries\_User--;

                        cout << " Quantity of Fries (pc): " << User\_1.Fries\_User << endl;

                        cout << "    Successfully decreased \n";

                        Sleep(0700); Sleep(0700);

                    }

                    else { cout << " 0 (pc) can not decrease \n"; Sleep(0700); Sleep(0700); }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch' for bun bread

            }// 'for' loop for bun bread

        }

               break;

               // Back to F\_User menu

        case 48: {   k = 1000;

            F\_User\_Main\_Menu(); }

               break;

        case 56: { // User info

            system("cls");

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

            cout << "                         B A Z A R                        U S E R  I N F O         \n";

            cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

            cout << "\t\t\t\t    User Information:" << endl << endl;

            cout << "\t\t\t\t      User Name  : " << Name\_Memory << endl;

            cout << "\t\t\t\t      Telephone  : " << TellNum\_Memory << endl;

            cout << "\t\t\t\t      Login      : " << Login\_Memory << endl;

            cout << "\t\t\t\t      Password   : " << Parol\_Memory << endl << endl << endl;

            system("pause");

        }

               break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        } // switch ends

    } // loop ends

} // function ends

// Cart Function

void F\_Cart\_Check() {

    system("cls");

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

    cout << "                                              C A R T \n";

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

    // Check

    for (int i = 1; i <= 1; i++) {

        if (User\_1.Potatoes\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Potatoes, Weight    " << User\_1.Potatoes\_User << " (kg)    Price: " << User\_1.Potatoes\_User \* Potatoes.getPrice();

            i++;

            Overall\_Sum += User\_1.Potatoes\_User \* Potatoes.getPrice();

        }

        if (User\_1.Carrot\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Carrot, Weight      " << User\_1.Carrot\_User << " (kg)    Price: " << User\_1.Carrot\_User \* Carrot.getPrice();

            i++;

            Overall\_Sum += User\_1.Carrot\_User \* Carrot.getPrice();

        }

        if (User\_1.Onion\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Onion, Weight       " << User\_1.Onion\_User << " (kg)    Price: " << User\_1.Onion\_User \* Onion.getPrice();

            i++;

            Overall\_Sum += User\_1.Onion\_User \* Onion.getPrice();

        }

        if (User\_1.Water\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Water, 500ml        " << User\_1.Water\_User << " (pc)    Price: " << User\_1.Water\_User \* Water.getPrice();

            i++;

            Overall\_Sum += User\_1.Water\_User \* Water.getPrice();

        }

        if (User\_1.Pepsi\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Pepsi, 500ml        " << User\_1.Pepsi\_User << " (pc)    Price: " << User\_1.Pepsi\_User \* Pepsi.getPrice();

            i++;

            Overall\_Sum += User\_1.Pepsi\_User \* Pepsi.getPrice();

        }

        if (User\_1.Nectar\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Nectar, 500ml       " << User\_1.Nectar\_User << " (pc)    Price: " << User\_1.Nectar\_User \* Nectar.getPrice();

            i++;

            Overall\_Sum += User\_1.Nectar\_User \* Nectar.getPrice();

        }

        if (User\_1.Pizza\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Pizza\t        " << User\_1.Pizza\_User << " (pc)\t  Price: " << User\_1.Pizza\_User \* Pizza.getPrice();

            i++;

            Overall\_Sum += User\_1.Pizza\_User \* Pizza.getPrice();

        }

        if (User\_1.Burger\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Burger\t        " << User\_1.Burger\_User << " (pc)\t  Price: " << User\_1.Burger\_User \* Burger.getPrice();

            i++;

            Overall\_Sum += User\_1.Burger\_User \* Burger.getPrice();

        }

        if (User\_1.Fries\_User > 0) {

            cout << "\n\t\t\t  " << i << "." << "Fries\t        " << User\_1.Fries\_User << " (pc)\t  Price: " << User\_1.Fries\_User \* Fries.getPrice();

            i++;

            Overall\_Sum += User\_1.Fries\_User \* Fries.getPrice();

        }

        if (i == 1) { // if nothing go to Menu

            cout << "\n\t You do not have any product in 'CART'.\n";

            cout << "\tPress any key to go to 'Products Menu'\n\n" << endl;

            system("pause");

            Overall\_Sum = 0;

            F\_User\_Main\_Menu();

        }

        if (i > 1) { // Menu for buying or back

            cout << "\n\n\t\t\t  Overall Price: " << Overall\_Sum << " Sums" << endl;

            cout << "\n\t   1. Buy now" << endl;

            cout << "\t   0. Products Menu" << endl;

            switch (\_getch()) {

            case 49: { //buy

                system("cls");

                ////

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << "                                              C A R T \n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

                ////

                cout << " Money will be taken from your 'Telephone Number': " << endl;

                cout << " 1. OK" << endl;

                cout << " Press any key to go back..." << endl;

                switch (\_getch()) {

                case 49: {

                    cout << "\n  Transaction Successful!\n  Congratulations ! :)" << endl;

                    system("pause");

                    Overall\_Sum = 0;

                    // Storage

                    User\_1.Potatoes\_User = 0; User\_1.Onion\_User = 0; User\_1.Carrot\_User = 0;

                    User\_1.Water\_User = 0; User\_1.Pepsi\_User = 0; User\_1.Nectar\_User = 0;

                    User\_1.Pizza\_User = 0; User\_1.Burger\_User = 0; User\_1.Fries\_User = 0;

                    F\_User\_Main\_Menu();

                }

                       break;

                default:  F\_Cart\_Check();

                } // switch of case 49

                ////

                system("pause");

            }

                   break;

            case 48: { // Back

                system("cls");

                Overall\_Sum = 0;

                F\_User\_Main\_Menu();

            }

                   break;

            default: F\_Cart\_Check();

            } // switch ends

        } //if ends

    }// loop end

    //system("pause");

} // function ends

///////////////////////////////////////////////////////////////////////////////

//  Owner part

void F\_Logo\_Owner() {

    system("cls");

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

    cout << "                        B A Z A R                    O W N E R  M E N U         \n";

    cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\n\n";

}

void F\_Owner\_Main\_Menu() {

    system("cls");

    cout << endl << endl;

    // Entering as a Owner of shop

    for (int k = 0; k < 1000; k++) {

        F\_Logo\_Owner();

        cout << "       Main Menu\n\n";

        cout << "       1. Products in stock \n\n";

        cout << "       0. Back\n\n";

        cout << "       Your choice: ";

        switch (\_getch()) {

        case 49: {

            F\_Owner\_Products\_Stotage();

        } break;

        case 48: {  // Back to Menu

            system("cls");

            k = 1000;

            F\_Sign\_in();

        } break;

        default: { cout << "\n\n\t\t\t       Your choice is not available in Menu." << endl;

            cout << "\t\t\t\t    Please enter correct keys.\n" << endl;

            system("pause");

        }

        } // switch

    } // for loop

}

void F\_Owner\_Products\_Stotage() {

    for (int i = 0; i < 1000; i++) {

        F\_Logo\_Owner();

        cout << "  Products List                                Category                    Price          In Stock\n";

        cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

        cout << " 1. Potatoes, Weight                          Vegetables & Fruits          " << Potatoes.getPrice() << "\t\t  " << Potatoes.getQuantity() << endl;

        cout << " 2. Yellow Carrot, Weight                     Vegetables & Fruits          " << Carrot.getPrice() << "\t\t  " << Carrot.getQuantity() << endl;

        cout << " 3. Onion, Weight                             Vegetables & Fruits          " << Onion.getPrice() << "\t\t  " << Onion.getQuantity() << endl;

        cout << " 4. Water                                     Water & Beverages            " << Water.getPrice() << "\t\t  " << Water.getQuantity() << endl;

        cout << " 5. Pepsi                                     Water & Beverages            " << Pepsi.getPrice() << "\t\t  " << Pepsi.getQuantity() << endl;

        cout << " 6. Nector                                    Water & Beverages            " << Nectar.getPrice() << "\t\t  " << Nectar.getQuantity() << endl;

        cout << " 7. Pizza                                     Bread & Bakery Products      " << Pizza.getPrice() << "\t  " << Pizza.getQuantity() << endl;

        cout << " 8. Burger                                    Bread & Bakery Products      " << Burger.getPrice() << "\t  " << Burger.getQuantity() << endl;

        cout << " 9. Potatoe Fries                             Bread & Bakery Products      " << Fries.getPrice() << "\t  " << Fries.getQuantity() << endl;

        cout << " \n 0. Back\n";

        cout << " Make changes in: ";

        switch (\_getch())

        {

        case '1':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Potatoes, Weight                          Vegetables & Fruits             " << Potatoes.getPrice() << "\t\t " << Potatoes.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n";

                switch (\_getch()) {

                case 49:

                    cout << " Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Potatoes.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << " Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Potatoes.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '2':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Yellow Carrot, Weight                     Vegetables & Fruits             " << Carrot.getPrice() << "\t\t " << Carrot.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 3. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Carrot.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Carrot.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '3':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Onion, Weight                             Vegetables & Fruits             " << Onion.getPrice() << "\t\t " << Onion.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Onion.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Onion.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '4':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Water, Hydrolife without gas 750ml        Water & Beverages               " << Water.getPrice() << "\t\t " << Water.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Water.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Water.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '5':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Drink, Aloe Original 500ml                Water & Beverages               " << Pepsi.getPrice() << "\t\t " << Pepsi.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Pepsi.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Pepsi.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '6':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Nectar, Zet Apple 125ml                   Water & Beverages               " << Nectar.getPrice() << "\t\t " << Nectar.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Nectar.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Nectar.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '7':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Pizza                                   Bread & Bakery Products           " << Pizza.getPrice() << "\t " << Pizza.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Pizza.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Pizza.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '8':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Burger                                  Bread & Bakery Products           " << Burger.getPrice() << "\t" << Burger.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Burger.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Burger.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '9':

            for (int j = 0; j < 1000; j++) {

                system("cls");

                cout << "\n  Product                                     Category                     Price         In Stock\n";

                cout << "\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \n";

                cout << " Potatoe Fries                           Bread & Bakery Products           " << Fries.getPrice() << "\t" << Fries.getQuantity() << endl;

                cout << "\n 1. Change price \n 2. Change the quantity in storage\n 0. Go back \n Press '1' or '2' or '0'\n\n ";

                switch (\_getch()) {

                case 49:

                    cout << "Enter a new price: ";

                    cin >> Ch\_Price;

                    if (Ch\_Price >= 0) {

                        Fries.price = Ch\_Price;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Price cannot be negative! Please check one more time.\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 50:

                    cout << "Enter a new quantity in storage: ";

                    cin >> Ch\_Quantity;

                    if (Ch\_Quantity > 0) {

                        Fries.quantity = Ch\_Quantity;

                        cout << " Successfully changed!\n";

                        Sleep(0700); Sleep(0700);

                    }

                    else {

                        cout << " Quantity cannot be negative\n";

                        Sleep(0700); Sleep(0700);

                    }

                    break;

                case 48:

                    j = 1000;

                    break;

                }// 'switch'

            }// 'for' loop

            break;

        case '0': {  // Back to Menu

            system("cls");

            i = 1000;

            F\_Owner\_Main\_Menu();

        } break;

        case 'i' || 'I': { // User info

            system("cls");

            cout << "\n\t\t\t   User Information:" << endl;;

            cout << "\t\t    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_" << endl << endl;;

            cout << "\t\t      User Name  : " << Name\_Memory << endl;

            cout << "\t\t      Telephone  : " << TellNum\_Memory << endl;

            cout << "\t\t      Login      : " << Login\_Memory << endl;

            cout << "\t\t      Password   : " << Parol\_Memory << endl << endl << endl;

            system("pause");

        }

                       break;

        default: { cout << "\n\t\t      Your choice is not available in Menu" << endl;

            cout << "\t\tPlease press any keyboard to continue program\n" << endl;

            system("pause");

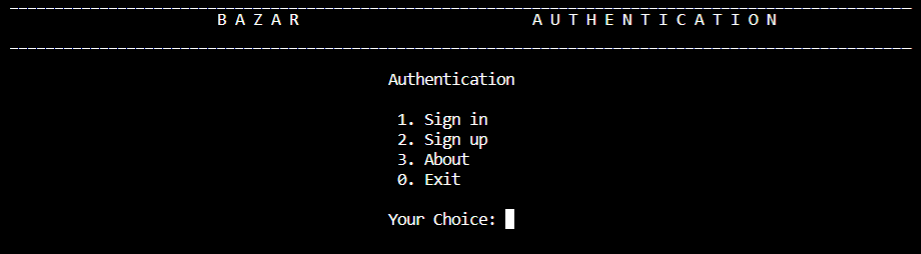
        } break;

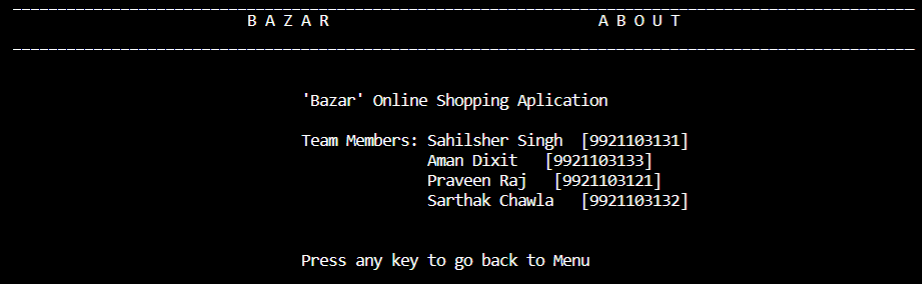
        } // switch

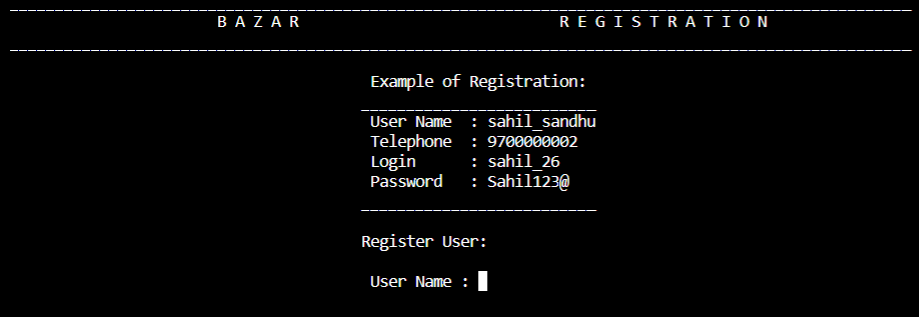
    } // for loop for products in stock

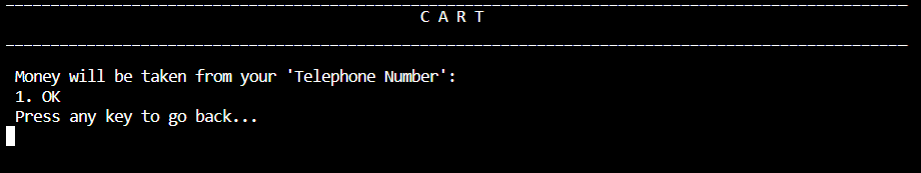
}

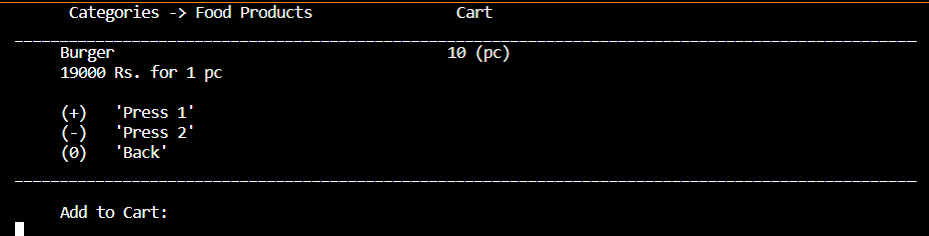
**Output Screen**

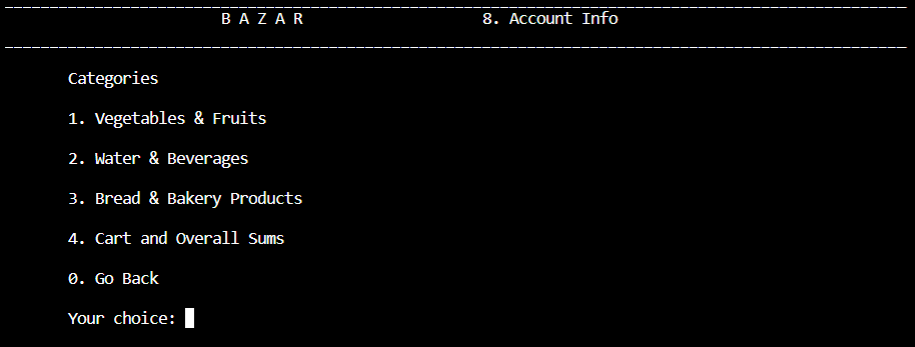
****

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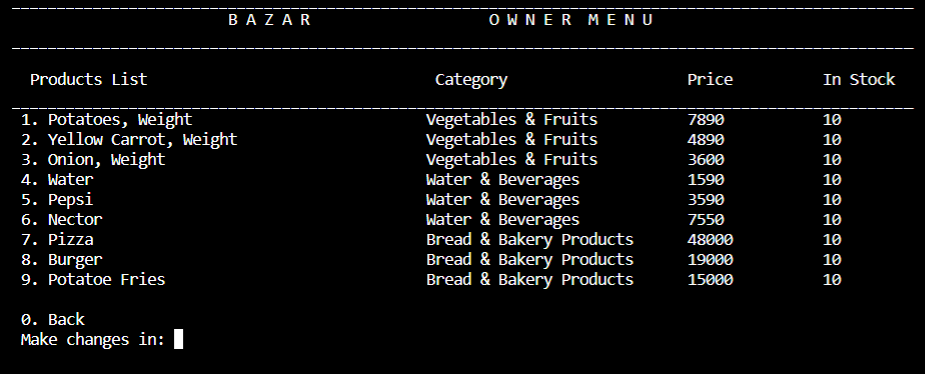
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