Serendipity Booksellers Software Development Project— Part 4: A Problem-Solving Exercise

# The Main Menu

* 1. Modify the mainmenu.cpp program so it validates the user’s input. If a value outside the range of 1 through 4 is entered, the program should display an error message. Here is an example screen:

**Serendipity Booksellers Main Menu**

1. **Cashier Module**
2. **Inventory Database Module**
3. **Report Module**
4. **Exit**

**Enter Your Choice: 5**

**Please enter a number in the range 1 – 4.**

* 1. Later, in Chapter 6, you will begin merging you will begin merging all the programs you have written into the mainmenu.cpp file. You will now start making preparations for that. After the user input has been validated, add a switch statement that branches to a section of code, depending on which menu choice the user made. For now, the program should simply display a message like “You selected item 1” when the user enters a number. Here is an example of the screen:

**Serendipity Booksellers Main Menu**

1. **Cashier Module**
2. **Inventory Database Module**
3. **Report Module**
4. **Exit**

**Enter Your Choice: 3**

**You selected item 3.**

# The Inventory Database Menu

You will make the same modifications to invmenu.cpp that you made to

mainmenu.cpp.

* 1. Modify the invmenu.cpp program so it validates the user’s input. If a value outside the range of 1 through 5 is entered, the program should display an error message. Here is an example screen:

**Serendipity Booksellers Inventory Database**

1. **Look Up a Book**
2. **Add a Book**
3. **Edit a Book’s Record**
4. **Delete a Book**
5. **Return to the Main Menu Enter Your Choice: 9**

**Please enter a number in the range 1 – 5.**

* 1. After the user input has been validated, add a switch statement that branches to a section of code, depending on which menu choice the user made. For now, the program should simply display a message like “You selected item 1” when the user enters a number. Here is an example of the screen:

**Serendipity Booksellers Inventory Database**

1. **Look Up a Book**
2. **Add a Book**
3. **Edit a Book’s Record**
4. **Delete a Book**
5. **Return to the Main Menu Enter Your Choice: 2**

**You selected item 2.**

# The Reports Menu

You will make the same modifications to reports.cpp that you made to

mainmenu.cpp and invmenu.cpp.

* 1. Modify the reports.cpp program so it validates the user’s input. If a value outside the range of 1 through 7 is entered, the program should display an error message. Here is an example screen:

**Serendipity Booksellers Reports**

1. **Inventory Listing**
2. **Inventory Wholesale Value**
3. **Inventory Retail Value**
4. **Listing by Quantity**
5. **Listing by Cost**
6. **Listing by Age**
7. **Return to Main Menu Enter Your Choice: 8**

**Please enter a number in the range 1 – 7.**

* 1. After the user input has been validated, add a switch statement that branches to a section of code, depending on which menu choice the user made. For now, the program should simply display a message like “You selected item 1” when the user enters a number. Here is an example of the screen:

**Serendipity Booksellers Reports**

1. **Inventory Listing**
2. **Inventory Wholesale Value**
3. **Inventory Retail Value**
4. **Listing by Quantity**
5. **Listing by Cost**
6. **Listing by Age**
7. **Return to Main Menu Enter Your Choice: 5**

**You selected item 5.**