# Lab 4 - W19

### TODO 1:

Implement the Ticket, SaleableItem, CashTill, Book, DiscMag, Magazine and Publication classes from chapter 4 and implement a CRUD interface that will allow you to view, add, edit and delete Books, Tickets and Magazines. Also add the ability to sell Pencils.

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| TODO 2:  Push the code to gitlab.  TODO 3:  Upload the UML diagram to your dropbox.  TODO 4:  Create a word document explaining how you used polymorphism in your code and how it makes things better.   Upload to your dropbox   Implementation Details Implement a CRUD interface that will allow you to view, add, edit and delete Books, Tickets and Magazines.  Implement the following menu interface.  (Note the interface is not complete, but you get the gist of it. Will discuss in class)  -------------------------Main---------------------------------  1. Books  2. Tickets  3. Magazines  -------------------------------------------------------------------  -------------------------Tickets---------------------------------  1. Sell a Ticket  2. exit  -------------------------------------------------------------------  -------------------------Books---------------------------------  1. To Kill a Mockingbird  2. Da Vinci Code  -------------------------------------------------------------------  3. Add a Book  4. Edit a Book.  5. Delete a Book  6. Sell a book  7. Quit  3  ---------------Add a Book--------------------------  Enter Author ('q' to quit):  Harper Lee  Quantity to Order:  10  Title:  To Kill a Mockingbird  Price:  15.99  ---------------Add a Book--------------------------  Enter Author ('q' to quit):  Dan Brown  Quantity to Order:  20  Title:  Da Vinci Code  Price:  25.99  ---------------Add a Book--------------------------  Enter Author ('q' to quit):  q  -------------------------Books---------------------------------  1. To Kill a Mockingbird  2. Da Vinci Code  -------------------------------------------------------------------  3. Add a Book  4. Edit a Book.  5. Delete a Book  6. Quit  6  Bye... |