**MINIPROJECT#01**

#include<iostream>

#include<cstring>

using namespace std;

struct inventry\_item

{

char item\_name[30];

int item\_id;

int qty;

float price\_per\_item;

inventry\_item \*nptr;

};

void delitem()

{

inventry\_item \*fptr;

inventry\_item \*otherptr=new inventry\_item;

inventry\_item \*currentptr=fptr;

if(fptr->qty==0)

{

otherptr=fptr;

fptr=fptr->nptr ;

delete otherptr;

}

else

while(currentptr!=NULL)

{

if(currentptr->nptr->qty==0)

{

otherptr=currentptr;

currentptr->nptr=currentptr->nptr->nptr;

delete otherptr;

break;

}

currentptr=currentptr->nptr;

}

}

inventry\_item \*fptr=NULL;

int main()

{

int choice,quantity,idnumber,soap=40,f=0,quantity1,itemid,f1=0;

char name[30];

while(1)

{

cout<<"\nSelect an option\n1.Add new inventry item\n2.Sale an inventry item\n3.Buy inventry item from supplier\n4.Check stock\n5.Exit\n";

cin>>choice;

if(choice==1)

{

inventry\_item \*ptr;

ptr=new inventry\_item;

cout<<"\nEnter name of item:";

cin>>ptr->item\_name;

cout<<"\nEnter ID of inventry item:";

cin>>ptr->item\_id;

cout<<"\nEnter quantity of inventry item:";

cin>>ptr->qty;

cout<<"\nEnter price per inventry item:";

cin>>ptr->price\_per\_item;

if(fptr==NULL)

{

fptr=ptr;

ptr->nptr=NULL;

}

else

{

inventry\_item \*currentptr=fptr;

while(currentptr->nptr!=NULL)

{

currentptr=currentptr->nptr;

}

currentptr->nptr=ptr;

ptr->nptr=NULL;

currentptr=fptr;

do{

while(currentptr!=NULL)

{

if(currentptr->item\_id==ptr->item\_id&&currentptr!=ptr)

{

cout<<"\nEnter unique id:";

cin>>ptr->item\_id;

f1=1;

break;

}

currentptr=currentptr->nptr;

}

if(f1==1)

{

break;

}

}while(f1==0);

}

}

if(choice==2)

{

inventry\_item \*currentptr=fptr;

if(fptr==NULL)

{

cout<<"\nNo inventry item available";

}

else

{

cout<<"\nList of all available inventry items:";

while(currentptr!=NULL)

{

cout<<endl;

cout<<currentptr->item\_id<<" "<<currentptr->item\_name;

currentptr=currentptr->nptr;

}

currentptr=fptr;

f=0;

cout<<"\nEnter the id of item you want to buy:";

cin>>idnumber;

while(currentptr!=NULL)

{

if(currentptr->item\_id==idnumber)

{

cout<<"\nEnter quantity of item:";

cin>>quantity;

if(currentptr->qty>=quantity)

{

currentptr->qty=currentptr->qty-quantity;

cout<<"\nYour total bill:"<<quantity\*currentptr->price\_per\_item;

if(currentptr->qty==0)

{

delitem();

}

f=1;

}

else

{

cout<<"\nInsufficient Stock.Sorry";

}

if(f==1)

{

break;

}

}

currentptr=currentptr->nptr;

}

if(f==0)

{

cout<<"\n This Item id is not available";

}

}

}

if(choice==3)

{

inventry\_item \*currentptr=fptr;

f=0;

cout<<"\nEnter id of item:";

cin>>itemid;

cout<<"\nEnter the quantity of item:";

cin>>quantity1;

while(currentptr!=NULL)

{

if(currentptr->item\_id==itemid)

{

currentptr->qty=currentptr->qty+quantity;

f=1;

}

if(f==1)

break;

currentptr=currentptr->nptr;

}

if(f==0)

{

cout<<"\nNo item exist of this id.";

}

}

if(choice==4)

{

inventry\_item \*currentptr=fptr;

if(fptr==NULL)

{

cout<<"\nNo inventry item available";

}

else

{

cout<<"\nList of all available inventry items:";

while(currentptr!=NULL)

{

cout<<endl;

cout<<currentptr->item\_id<<" "<<currentptr->item\_name<<" "<<currentptr->qty;

currentptr=currentptr->nptr;

}

}

}

if(choice==5)

{

cout<<"\nTHANK YOU";

exit(0);

}

}

getchar();

return 0;

}



