# iium-logo-latest-v2

**KULLIYYAH OF INFORMATION AND COMMUNICATION TECHNOLOGY**

**CSCI 1300 SEMESTER 2 2019/2020**

**ELEMENTS OF PROGRAMING**

**GROUP PROJECT**

**INSTRUCTOR:**

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**GROUP MEMBERS:**

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Bookstore management system

**Introduction:**

this program is designed for a manager to manage a bookstore by recording all books that are available, modify it or delete it from record file. Also, users can search for a book and buy or rent books.

**Features of the program:**

1. Add new books to the record: allow the admin to add new books to the program and its information such as book ID, Title, author, category, quantity and price .
2. Modify a book: changing its Title, ID, or category.
3. Delete books from the record: to delete book from the bookshop file.
4. Search for a book: this feature allows the user to search for a book using name or the book ID.
5. Sell or rent books: allows the user to buy or rent a book from the store and show the price of it.
6. Show total of money made: allows admin to see how much money made from selling books.

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| --- | --- | --- | --- | --- |
| Variables/Functions/Files/Structures | Data type | Return type | Argument | Description |
| main\_menu() | None | None | None | display the main menu |
| manager\_menu() | None | None | None | display the manager menu |
| show\_library() | None | None | None | display the book that inside database.txt |
| add\_book() | None | None | None | adding books to database.txt |
| delete\_book() | None | None | None | delet book from database.txt |
| show\_total() | None | None | None | store and display the total money made from selling books in total.txt |
| search\_book() | None | None | None | make a search inside database.txt |
| sell\_book() | None | None | None | search and sell a book exist in database.txt |
| quantity\_counter() | None | None | string NAME, int buy | update the quantity for a book recently sold in database.txt |
| rent\_book() | None | None | None | search in database.txt allow user to rent a book |
| quantity\_rent\_counter() | None | None | string NAME | update the quantity for a book recntly rented in database.txt |
| total\_1() | None | None | double Total | read the data inside total.txt and combime them,dispay the total |
| edit\_book() | None | None | None | allow manager to edit a book in database.txt |
| check\_ID() | None | string | string ID | check if the entered book ID already exist |
| counter\_row() | None | int | int ROW | count the rows of database.txt |
| input\_check() | None | int | int input | check if int input is a number |
| database.txt | ifstream/ofstream | None | None | Store the library |
| temp.txt | ifstream/ofstream | None | None | Copy information from another file then paste it with adjustment the user made |
| total.txt | ifstream/ofstream | None | None | Store the total money after every perches |
| Data library | struct | None | None | Structure that define the entity of database.txt |
| row | int | None | None | Equal to zero, to count the rows in database.txt |
| choice,manager\_choice | Int | None | None | Input define the user choice |
| Item | string | None | None | read each string in database.txt |
| counter | int | None | None | Store the numbers of row |
| ID, name | string | None | None | Store user input |
| choice | char | None | None | Store the user choice |
| total | double | None | None | Store the total after buying a book |