#include <iostream>

#include <algorithm>

#include <vector>

using namespace std;

class Item

{

public:

char name[10];

int quantity;

int cost;

int code;

bool operator==(const Item& i1)

{

if(code==i1.code)

return 1;

return 0;

}

bool operator<(const Item& i1)

{

if(code<i1.code)

return 1;

return 0;

}

};

vector<Item>o1;

void print(Item& i1);

void display();

void insert();

void search();

void dlt();

bool compare(const Item& i1, const Item& i2)

{

return i1.cost < i2.cost;

}

int main()

{

int ch;

do

{

cout<<"\n\*\*\*Menu\*\*\* ";

cout<<"\n1.Insert";

cout<<"\n2.Display";

cout<<"\n3.Search";

cout<<"\n4.Sort";

cout<<"\n5.Delete";

cout<<"\n6.Exit";

cout<<"\nEnter your choice:";

cin>>ch;

switch(ch)

{

case 1:

insert();

break;

case 2:

display();

break;

case 3:

search();

break;

case 4:

sort(o1.begin(),o1.end(),compare);

cout<<"\n\n Sorted on Cost";

display();

break;

case 5:

dlt();

break;

case 6:

exit(0);

}

}while(ch!=7);

return 0;

}

void insert()

{

Item i1;

cout<<"\nEnter Item Name:";

cin>>i1.name;

cout<<"\nEnter Item Quantity:";

cin>>i1.quantity;

cout<<"\nEnter Item Cost:";

cin>>i1.cost;

cout<<"\nEnter Item Code:";

cin>>i1.code;

o1.push\_back(i1);

}

void display()

{

for\_each(o1.begin(),o1.end(),print);

}

void print(Item& i1)

{

cout<<"\n";

cout<<"\nItem Name:"<<i1.name;

cout<<"\nItem Quantity:"<<i1.quantity;

cout<<"\nItem Cost:"<<i1.cost;

cout<<"\nItem Code:"<<i1.code;

}

void search()

{

vector<Item>::iterator p;

Item i1;

cout<<"\nEnter Item Code to search:";

cin>>i1.code;

p=find(o1.begin(),o1.end(),i1);

if(p==o1.end())

{

cout<<"\nNot found.";

}

else

{

cout<<"\nFound."<<endl;

cout<<"Item Name : "<<p->name<<endl;

cout<<"Item Quantity :"<<p->quantity<<endl;

cout<<"Item Cost :"<<p->cost<<endl;

cout<<"Item Code:"<<p->code<<endl;

}

}

void dlt()

{

vector<Item>::iterator p;

Item i1;

cout<<"\nEnter Item Code to delete:";

cin>>i1.code;

p=find(o1.begin(),o1.end(),i1);

if(p==o1.end())

{

cout<<"\nNot found.";

}

else

{

o1.erase(p);

cout<<"\nDeleted.”;

}

}