***CIS 333 - Assignment 5***

Awesome Autos needs a lot inventory management system. Using all of the knowledge that we’ve gained in the last few sections on structs and files, you need to write a program that does the following:

1. Design a structure that can hold the information on an automobile: manufacturer (string), model (string), color (string), engine size (float), and doors (integer).
2. When your program is run, prompt the user to enter each of these pieces of data into the structure.
3. Once the last piece of structure data has been entered, prove the structure is working correctly by neatly printing the structure’s contents to the screen.
4. Write the structure out to the file.
5. Allow the user to add more automobiles until they indicate that they are done (repeat steps B through D).
6. Close the file and print a message out to the screen once the file has been created.
7. Open the file back up for reading.
8. Using a loop while there is data to process:
   1. Clear any data in the structure out.
   2. Read the data back into the structure.
   3. Print the structure out to the screen again.
9. Close the file.

Here’s a sample run:

Manufacturer: Chevrolet

Model: Corvette

Color: Ticket Me Red

Engine Size: 6.2

Doors: 2

Add more inventory (Y/N)? Y

Manufacturer: Kia

Model: Sorento

Color: Green

Engine Size: 2.8

Doors: 4

Add more inventory (Y/N)? N

Struct information written to file C:\asm\test.txt

Manufacturer: Chevrolet

Model: Corvette

Color: Ticket Me Red

Engine Size: 6.2

Doors: 2

Manufacturer: Kia

Model: Sorento

Color: Green

Engine Size: 2.8

Doors: 4

\*\*\* Awesome Auto Lot Inventory file has been processed \*\*\*

Hints: Think procedures! You can simplify the code and your debugging life by writing procedures. For example, a print structure routine, a save to file routine, a read from file routine, et cetera. Secondly, DO NOT code this application in a single shot – incrementally build up each piece of logic otherwise you will get lost when things don’t work right.

Turn in a copy of your assembly program to Canvas and turn in a hard copy of your code in class.