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CS162, Program 3

Algorithm

// Purpose is to help people sell or trade their used electronic devices

// Have them input: type of item, manufacturer, model, description of the condition its in,

// value, and whether it is available for trade or not.

// All of this information must be remembered so that each time a program ends, it doesn’t // get lost.

1. Create a class that will manage all of the electronics based on whether the user wants to sell or trade the device
   1. Be able to display all the electronic devices that are either available for trade or selling
2. Create a structure that will store: type of item, manufacturer, model, description of the condition its in, value, and whether it is available for trade or not
3. Open the external file if it exists and read in the information so that it may be either displayed or appended
4. Ask the user whether they would like to look at the inventory currently available or if they would like to post an item they want to either trade or sell
   1. If they would like to look at the inventory, go to step 7
   2. If they would like to post an item allow the user to input the necessary information to make a posting, go to step 5
5. Create a function that will read in the necessary information from the user about the device that will be stored in the elements of the structure
   1. Prompt the user for whether they would like to trade or sell the item and the number of items
      1. Depending on whether the user would like to trade or sell the item, make sure to store whether they want to trade or sell the item so that when another user would like to look for an item they will know whether it is for sell or trade
   2. Prompt the user for all information on the device and read it into the elements of the structure
      1. Make sure after inputting all the information on the device to store it in the class
6. Append the inventory to include the item the user just added
7. Create another function to display the contents of the inventory
8. Ask the user if they would like to purchase an item, post another item, or quit
   1. If they would like to post another item, go to step 5
   2. If the user would like to purchase an item, allow them to choose which item they want from either inventory
      1. Once item is chosen, then the item should be removed from the inventory
      2. Write over the previous external file
      3. Then repeat step 8
   3. If you want to quit, write over the previous external file and end the program