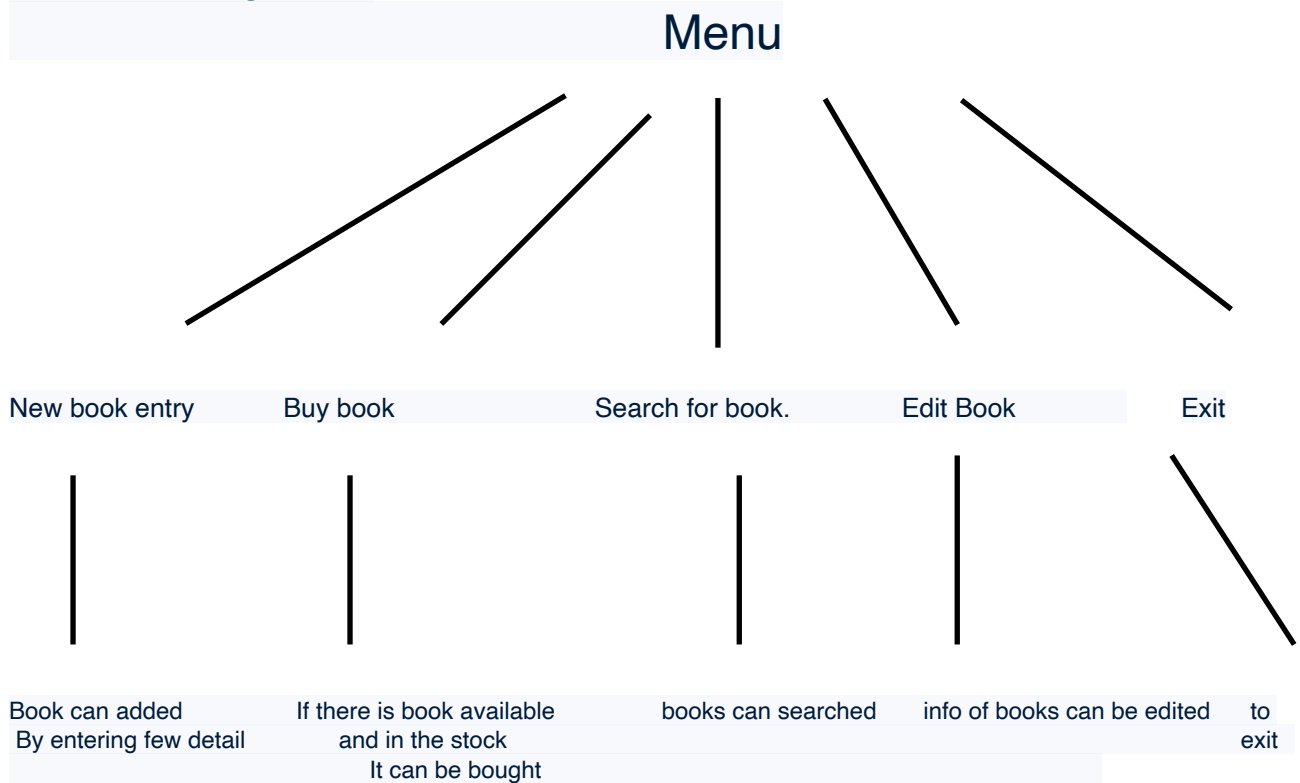


Book Inventory project

In this project where the system maintains the inventory of books in a bookshop. If a customer purchases a book, the book's count will decrease; if a book is added, the same is updated. Notice the use of pointers.

Activity diagram :



For Anything you need

- 1) Author name
- 2) Title name
- 3) Publisher name
- 4) Price
- 5) quantity

Class Represent

Class (book)

Public

private.

Author

Title

Price

Publisher

Stock

Method

Void feeddata

void editdata

void show data

void buyback

int
search