**Java Project Assignment: Online Bookstore Management System**

**Project Description:**

Develop an Online Bookstore Management System in Java to manage the inventory, sales, and customer information of a virtual bookstore. The project aims to provide hands-on experience in Java programming, file handling, and basic user interface development.

**Project Requirements:**

1. **Book Class:**
   * Create a **Book** class to represent individual books with attributes such as **bookID**, **title**, **author**, **price**, and **quantity**.
2. **Inventory Management:**
   * Implement a class named **Inventory** to manage the bookstore's inventory.
   * Include methods to:
     + Add a new book to the inventory.
     + Update the quantity of a book.
     + Display the list of available books.
3. **Sales Management:**
   * Create a **Sales** class to manage the sales transactions.
   * Include methods to:
     + Add a sale, reducing the quantity of the sold books from the inventory.
     + Display the sales history.
4. **Customer Class:**
   * Implement a **Customer** class to store customer information.
   * Include attributes such as **customerID**, **name**, and **email**.
5. **User Interface:**
   * Develop a simple command-line interface to interact with the Online Bookstore Management System.
   * Provide options for:
     + Adding new books to the inventory.
     + Updating book quantities.
     + Displaying the list of available books.
     + Processing sales transactions.
     + Displaying sales history.
     + Exiting the system.
6. **File Handling:**
   * Save and load inventory and sales data from/to text files for data persistence between program runs.
7. **Error Handling:**
   * Implement error handling for invalid user inputs and file I/O operations.