Customer Access Database

This is a program stores an array of customer objects in a random-access file named customer.dat.

Data Structure – Using a class called Customer with the following character array data member variables:

Private:

Char ID

Char companyName

Char city

Char customer type;

Data storage: Finalized customer objects will be stored in customer.dat. If customer.dat does not exist when program runs, one will be generated with 3 Customer objects with data assigned to member variables for each.

Data retrieval: With instances of the Customer class existing in the file, the data will be read to an array and allow the user to search the array for an object by entering the char ID. The user object is then displayed to the user. Simultaneously the program determines the location of that object in the file and displays that to the user as well.

Action Menu: The Access system allows the user to to select 1 of three options for the program to execute.

1. Display all customers
2. Search for a customer
3. Edit a customer.