

## COMP500 / ENSE501: Week 11 – Exercise:

**EXERCISE NAME:** *Product Database*

A board game retailer has an inventory of products. Their current stock on hand is as follows:

<i>Game Name</i>	<i>Brand name</i>	<i>SKU</i>	<i>Stock</i>	<i>Retail Price</i>
Ticket to Ride	Days of Wonder	3136	9	\$86.95
Carcassonne	Z-Man Games	3124	3	\$61.99
Catan	Mayfair Games	3109	8	\$83.50
King of Tokyo	Iello	3332	6	\$71.80
Pandemic	Z-Man Games	3144	10	\$77.00
Ticket to Ride Europe	Days of Wonder	3137	4	\$85.60
Atlantis	Mayfair Games	2233	0	\$44.50
Catan: Junior	Mayfair Games	2570	12	\$52.50
Dominion	Rio Grande Games	3149	4	\$78.90

Declare a structure to store a board game, ensure each member has an appropriate type.

Declare an array of structure variables and assign into each array element the values representing the product at each row in the table above.

Save the array of structures to disk in a binary file named **products.db**.

Review the contents of the **products.db** file using a hex editor.

Ensure the program output is exactly as described, and that the whitespace of your source code is well formatted.