#include<iostream>

#include<conio.h>

#include<string>

using namespace std;

//...............................Functions declarations..................

void mainMenu();

void itemMenu();

void billingMenu();

void salesMenu();

void printItems();

void searchItemByName(string);

void searchItemByType(string);

void seractItemByPrice(double);

void seractItemByPriceRange(double);

void itemSearchMenu();

//.............................. Global variables..........................

int itemCounter=5;

//.............................structures definition......................

struct item

{

//....................Member variables........................

string itemName;

string itemType;

double itemPrice;

int itemQuantity;

//.......................Member functions.....................

void addItem()

{

cout<<"Enter item name: ";

getline(cin,itemName);

cin.ignore();

cin.clear();

cout<<"Enter item type: ";

getline(cin,itemType);

cin.ignore();

cin.clear();

cout<<"Enter item price: ";

cin>>itemPrice;

cout<<"Enter item quantity: ";

cin>>itemQuantity;

}

}items[10]={{"Lays","Snacks",60,30},{"Pepsi","Drink",70,100},{"Cup cake","Snacks",30,50},{"Mars","Chocolate",300,30},{"Rio","Biscuit",80,30}};

//...............................main function.......................

int main()

{

mainMenu();

getch();

return 0;

}

//...................................... menu functions.........................

void mainMenu()

{

while(true)

{

system("CLS");

int choice=0;

cout<<"\n\n\t1-Item Management\n\t2-Billing\n\t3-Sales\n\t4-Exit";

cout<<"\n\nEnter chocie: ";

cin>>choice;

switch(choice)

{

case 1:

itemMenu();

break;

case 2:

//billingMenu();

break;

case 3:

//salesMenu();

break;

case 4:

exit(0);

break;

default:

cout<<"Invalid choice\nPress any key to display menu again";

getch();

}// end of switch

} //end of while

}//end of function

void itemMenu()

{

while(true)

{

system("CLS");

int choice=0;

cout<<"\n\n\t1-New item\n\t2-Update\n\t3-Remove\n\t4-Search\n\t5-View All\n\t6-Back to main menu";

cout<<"\n\nEnter chocie: ";

cin>>choice;

switch(choice)

{

case 1:

if(itemCounter>=10)

{

cout<<"Arrays is full"<<endl;

break;

}

else

{

items[itemCounter].addItem();

itemCounter++;

break;

}

case 2:

break;

case 3:

break;

case 4:

itemSearchMenu();

break;

case 5:

printItems();

cout<<"\nPress any key to go back............";

getch();

break;

case 6:

mainMenu();

break;

default:

cout<<"Invalid choice\nPress any key to display menu again";

getch();

break;

} //end of switch

}//end of while

}

void billingMenu()

{

}

void salesMenu()

{

}

void itemSearchMenu()

{

while(true)

{

system("CLS");

string toSearch;

int choice=0;

cout<<"\n\n\t1-Search by Name\n\t2-Search By Type\n\t3-Search By Price\n\t4-Search By Proce Range\n\t5-Go back";

cout<<"\n\nEnter chocie: ";

cin>>choice;

switch(choice)

{

case 1:

cout<<"Enter name: ";

cin.ignore();

cin.clear();

getline(cin,toSearch);

searchItemByName(toSearch);

break;

case 2:

break;

case 3:

break;

case 4:

break;

case 5:

break;

default:

cout<<"Invalid choice\nPress any key to display menu again";

getch();

}// end of switch

} //end of while

}

void printItems()

{

for(int i=0;i<itemCounter;i++)

{

cout<<"\n\n\tItem Name: "<<items[i].itemName<<endl;

cout<<"\tItem Type: "<<items[i].itemType<<endl;

cout<<"\tItem Price: "<<items[i].itemPrice<<endl;

cout<<"\tAvailable Quantity: "<<items[i].itemQuantity<<endl;

}

}

void searchItemByName(string toSearch)

{

bool find=false;

system("CLS");

for(int i=0; i<itemCounter;i++)

{

if(items[i].itemName==toSearch)

{

cout<<"\n\n\tItem Name: "<<items[i].itemName<<endl;

cout<<"\tItem Type: "<<items[i].itemType<<endl;

cout<<"\tItem Price: "<<items[i].itemPrice<<endl;

cout<<"\tAvailable Quantity: "<<items[i].itemQuantity<<endl;

find=true;

getch();

return;

}

}

if(!find)

{

cout<<"Item not find"<<endl;

getch();

return;

}

}