PROGRAMMING FUNDAMENTALS

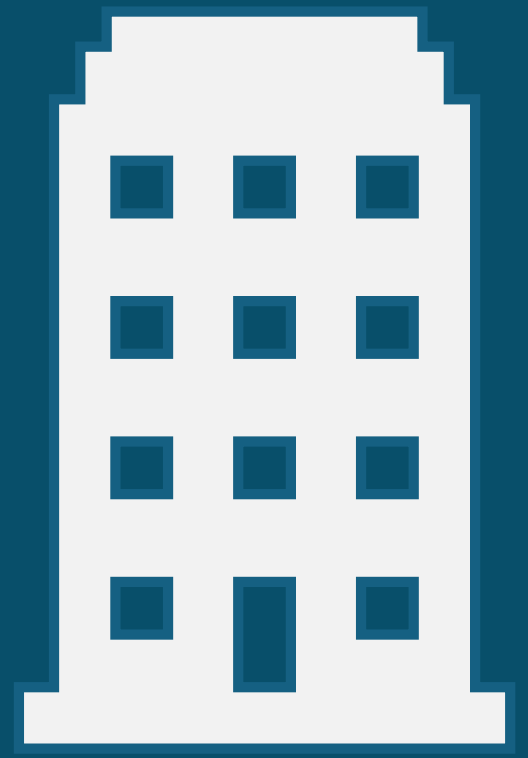
SEMESTER PROJECT

- **NOTE:**
- **SOURCE CODE PROVIDED IS UPDATED AND CONTAINS ADDITIONAL FUNCTIONALITIES.**
- **FOR BREIF OVERVIEW, GO THROUGH THIS PDF FILE.**

TITLE

PROJECT: 15

PROPERTY SALES MANAGEMENT SYSTEM



MENUS

- ❑ MAIN MENU
  - SELLER : 1) LOG IN 2) SIGN UP
  - BUYER: 1) LOG IN 2) SIGN UP
- ❑ SYSTEM DATA : 1) SELLER DATA 2) BUYER DATA
- ❑ EXIT

SELLER MENU

- ❑ ADD PROPERTY
- ❑ UPDATE PROPERTY DATA(EXCEPT ITS ID)
- ❑ DELETE PROPERTY
- ❑ EXIT

NOTE: SELLER CAN ONLY UPDATE OR DELETE PROPERTY IF IT IS ADDED BY HIMSELF.

BUYER MENU

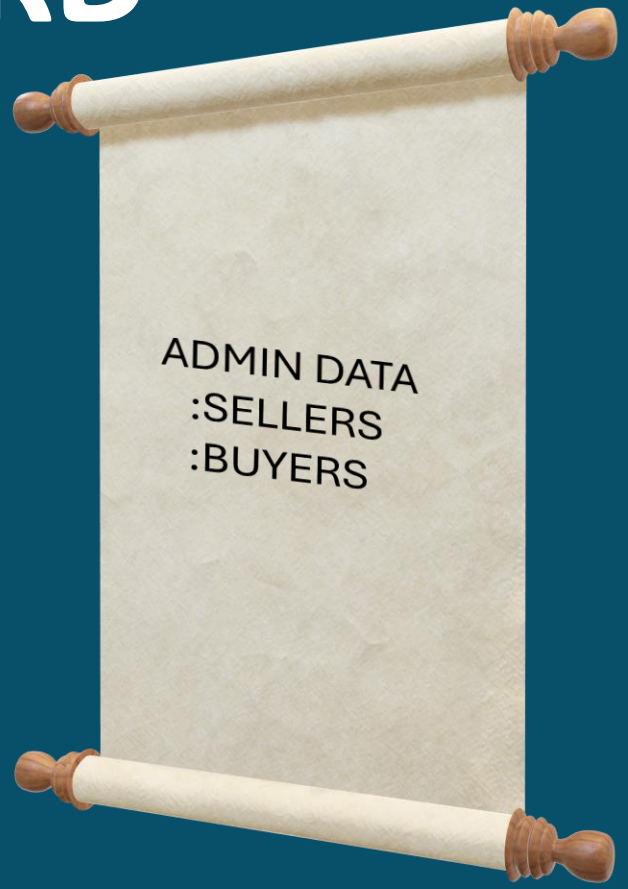
- ❑ VIEW ALL PROPERTIES WITH STATUS “ACTIVE”
- ❑ COMMENT ON ANY ADDED PROPERTY
- ❑ FILTER PROPERTIES ACCORDING TO PRICES
- ❑ SEE COMMENTS ON PROPERTIES
- ❑ EXIT TO LAST MENU
- ❑ AND MANY MORE

ADMIN DASHBOARD

- USERNAME/PIN PROTECTED
- DISPLAYS ALL DATA OF :

1) SELLERS

2) BUYERS



SYSTEM INSIGHTS MENU

- DISPLAY NUMBER OF:
  - SELLERS
  - BUYERS
  - PROPERTIES
  - SOLD PROPERTIES

PROGRAM TERMINATION

- DISPLAY FAREWELL MESSAGE
- SAVE DATA IN FILES BY CALLING FUNCTION
- TERMINATE PROGRAM USING exit(0);

NOTE: MAIN MENU ENDS WITH THIS FUNCTION

STRUCTURES

- TOTAL OF 4 STRUCTURES

1) TO REFER DATA OF SELLERS

```
struct sale
{
    char name[20];
    int nic;
    int contact;
    char bank[30];
    char about[100];
} seller[100];
```

STRUCTURES

2) TO REFER BUYER DATA

```
struct buy
{
    char name[20];
    int nic;
    int contact;
} buyer[100];
```

STRUCTURES

3) TO REFER PROPERTY DATA

```
struct property
{
    char name[20];
    int propid;
    char loc[20];
    char type[20];
    float price;
    char status[10];
    int sellercontact;
    int sellerid;
}prop[100];
```

STRUCTURES

4) TO REFER COMMENTS

```
struct commprop
{
    int pid;
    char commentby[30];
    char text[500];
}comm[500];
```

FUNCTIONS:

```
void funseller();
void loginseller();
void sellermenu();
void addproperty();
void updateprop();
void del();
void funbuyer();
void loginbuyer();
void buyermenu();
void filter();
void report();
void displayprop();
```

```
void comment();
void viewcomment();
void admin();
void sellerdata();
void systemdata();
void buyerdata();
```

FILING FUNCTIONS

```
//FILING FUNCTIONS
void saveSellerData();
void loadseller();
void savecomment();
void loadcomment();
void savebuyer();
void loadbuyer();
void saveprop();
void loadprop();
```

GLOBAL VARIABLES:

```
//GLOBAL VARIABLES
int sellercount=1;
int propertycount=1;
int currentseller;
int buyercount=1;
int currentbuyer;
int commentCount=0;
```

Presentation Executed Successfully

ERROR