Program Structure Outline

Note: Two options for in-memory storage... either globals or classes instanced in Main

1. #includes
2. #defines (either in Main.cpp or coming in from includes)
3. Globals
   1. Classes? Do we want to make our classes global? Will be easier to address.
   2. Functions - Modules, etc
   3. Non-define variables – Any non-cons global variables we'll need to use. Possibly sequence numbers?
4. Main
   1. Perform file checks for log files
   2. Open log files / create log files
   3. Instantiate Classes (vectorized)
      1. warehouse\_item\_data // Data struct containing warehouse item data
      2. store\_inventory // Data struct containing inventory qty/reorder/etc for stores
      3. store\_data // Data struct containing information about stores
      4. customer // Data struct containing customer data & ordered items
      5. coupon // Data struct containing coupons
      6. Transaction // Data struct containing all transactions for all stores
   4. Perform file checks on flat database files
   5. Open flat database files / Create flat database files
   6. Display main menu (Either function call or make it part of main)
   7. if f part of main, display:
      1. Enter Point of Sale System
      2. Enter Sales Management System
      3. Enter Inventory Management System
      4. Enter Store Management System
      5. Run Offline Batch Process
      6. Exit Program
   8. ....
   9. Assuming vi selected
   10. Uninstantiate / delete any remaining objects (if no destructor)
   11. Save all tables out to flat database files
   12. Close all log files