# Project 3 Corner Grocery

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**Overview:** The Corner Grocer code allows for a group of items to be tracked, counted, and displayed.

1. **Collection Class**: Manages the group in a vector, checks inventory and increments quantity.
2. **Item Class**: Generic class for any item, simply has name and quantity.
3. **Menu Class**: Useful class to build and display a menu, has a method to prompt user and return selection after validating good input.
4. **Main Functionality**: Handles user interaction, data loading from a file, and execution of various inventory operations.

**Key Functionalities:**

* **Adding Items**: Can add unlimited items to an inventory, assumes use of Item Class.
* **Searching Items**: Users can search for an item by name and retrieve its quantity.
* **Displaying Inventory**: Multiple display options, show all, individual, or a histogram.
* **User Interaction**: Menu displays and user selects an integer response to a prompt.
* **File Loading**: The system assumes loading initial inventory from a file input.

**Operating Constraints:**

1. Must load inventory data from "CS210\_Project\_Three\_Input\_File.txt". Future work will allow for file selection.
2. Use menu options to search for items, print inventory lists, and generate histograms.
3. Exit the program when finished.

**Error Handling:**

* The program includes validation for menu selection inputs.
* Exception handling for invalid or out-of-range menu selections happens in the Menu class.
* File loading errors are handled in main.