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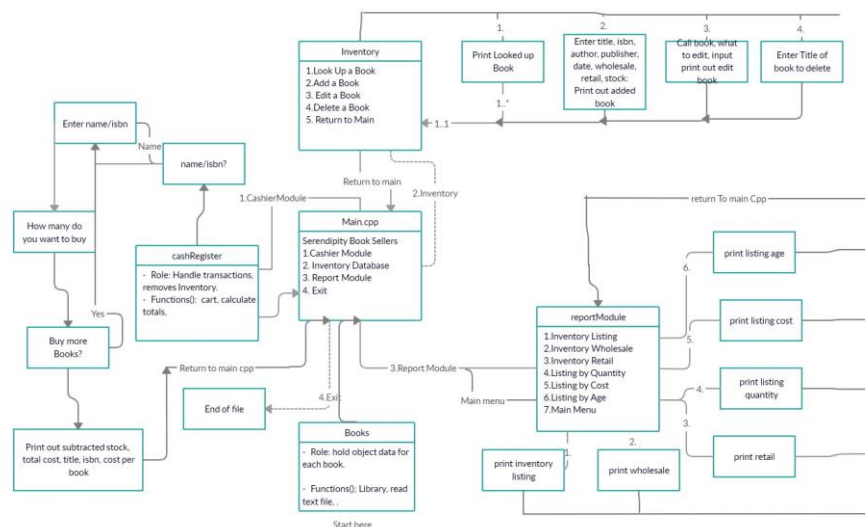
CIS22B Goel

PseudoCode:

1. Book file read will read in the Book text into an array of Book Objects
2. The whole program will be looped unless user at main menu selects to exit
3. Main Menu screen presented to the User
 - a. Cash Register
 - b. Inventory Module
 - c. Report Module
4. User will choose from the options
5. Cash Register
 - a. Ask the user if they would like to search book by Title or ISBN
 - i. Create another array named cart to hold all books the user wishes to purchase
 - ii. If title, traverse through the array of Books until the title is found
 - iii. When the title is found ask user how many books of that title, they want to purchase
 - iv. Add the book including the quantity amount to the cart
 - v. If ISBN, same thing will happen continuously adding to the cart
 - b. The title or ISBN search will be in a loop until the user does not want to keep adding books
 - c. Get the subtotal of the cart
 - d. Find how much the tax on the subtotal
 - e. Add both up to get the total of the cart
 - f. Present user with the receipt
6. Inventory Module
 - a. Look up a book
 - i. If user selects this, they are presented with a question asking for the book they'd like to search
 - ii. User will enter a title to search
 - iii. The array of Books will be traversed until the title is found
 - iv. The Book object will then print
 - b. Add a Book
 - i. The user will be presented with questions about the book they'd like to add
 - ii. ISBN, Title, Author, Publisher, Date Added, Stock, Wholesale value, Retail value
 - iii. The function will then add the book to the end of the array
 - c. Edit a book
 - i. User will enter the title of the book they would like edit
 - ii. Then the user will enter which part of the book they'd like to edit
 - iii. The old info will be reassigned to the new info the user inputs
 - d. Delete a book
 - i. User will enter the title of the book they would like to delete
 - ii. The function will shift the array and reassign the book to an unallocated space
 - iii. The function will then print the entire array to show the book has been deleted

- e. Return to the main menu
 - i. Return the main menu screen
- 7. Report Module
 - a. Inventory listing
 - i. A list of information on all books in the inventory
 - b. Inventory Wholesale Value
 - i. A list of the wholesale value of all books in the inventory and the total wholesale value of the inventory
 - c. Inventory Retail Value
 - i. A list of the retail value of all books in the inventory and the total retail value of the inventory
 - d. Listing by quantity
 - i. A list of all books in the inventory sorted by quantity on hand. The books with the greatest quantity on hand will be listed first
 - e. Listing by cost
 - i. A list of all books in the inventory, sorted by wholesale cost. The books with the greatest wholesale cost will be listed first
 - f. Listing by age
 - i. A list of all books in the inventory, sorted by purchase date. The books that have been in the inventory longest will be listed first
 - g. Return to the main menu
 - i. Return the main menu screen

UML Diagram:



Output screenshots:

```
CAUsers\dtle6\source\repos\final_project\Debug\final_project.exe
Serendipity Booksellers
Main Menu
1. Cashier Module
2. Inventory Database Module
3. Report Module
4. Exit

Enter Your Choice (1, 2, 3, 4):
```

```
getl
std:
getlWould you like to add another book? (y/n)
std:n
getl
std:
std:Serendipity Book Sellers
//Th
librDate: Thu Mar 19 11:45:29 2020
//fuQty ISBN Title Price Total
-----
for
100 978-0375826696 Eragon 10.24 1024.00
5 978-0786965601 Player's Handbook(D&D) 30.25 1175.25
}
Subtotal: $1175.25
Tax: $114.59
FunetTotal: $1289.84
d inv
std:
for
Serendipity Booksellers
Main Menu
1. Cashier Module
2. Inventory Database Module
3. Report Module
4. Exit
}
std:
std:
std:Enter Your Choice (1, 2, 3, 4):
if (
std::string newTitle:
```

```
Serendipity Booksellers
Inventory Database
1. Look Up a Book
2. Add a Book
3. Edit a Book's Record
4. Delete a Book
5. Return to Main Menu

Enter Your Choice:
12
Please enter in information for the new book:
ISBN:
9189188
Title:
Car
Author:
Mechanic
Publisher:
Shop
Enter in Date, Stock, Wholesale, then Retail:
2014
09021 909 909
```

C:\Users\dtle9\source\repos\final_project\Debug\final_project.exe

Steel Fox Media LLC (August 29, 2018)

2018

Current Stock: 33

Wholesale Value: \$3.69

Retail Value: \$12.71

#51

9189188

Car

Mechanic

Shop

2014

Current Stock: 9021

Wholesale Value: \$909

Retail Value: \$909

Serendipity Booksellers

Reports

1. Inventory Listing
2. Inventory Wholesale Value
3. Inventory Retail Value
4. Listing by Quantity
5. Listing by Cost
6. Listing by Age
7. Return to Main Menu

Enter Your Choice:

2

The Invisible Man	\$3
Eragon	\$5
The Lightning Thief	\$2
East of Eden	\$6
The Great Gatsby	\$7
Fahrenheit 451	\$4
Hatchet	\$2
The Adventures of Huckleberry Finn	\$2
The Grapes of Wrath	\$9
The Last Train from Hiroshima	\$10
The Art of Racing in the Rain	\$8
When the Emperor Was Divine	\$5
1984	\$4.14
Are Prisons Obsolete?	\$5.78
World of Warcraft Chronicle Volume 2	\$17.16
C++ Crash Course: A Fast-Paced Introduction	\$9.09
The Last Wish: Introducing the Witcher	\$10.02
Peace Talks (Dresden Files)	