

## CE103 Algorithms and Programming I HW3

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# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

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## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/Department↵ StoreManagementSystem/ <a href="#">DepartmentStoreManagementSystem.c</a> . . . . .	7
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## Chapter 3

# Data Structure Documentation

### 3.1 rec Struct Reference

#### Data Fields

- char [name](#) [[ANS](#)]
- char [code](#) [[ACS](#)]
- float [rate](#)
- int [quantity](#)

#### 3.1.1 Field Documentation

##### 3.1.1.1 code

```
char rec::code [ACS]
```

Referenced by [add\(\)](#), [bill\(\)](#), [c\\_code\(\)](#), [check\(\)](#), [d\\_code\(\)](#), [del\(\)](#), [display\(\)](#), and [edit\(\)](#).

##### 3.1.1.2 name

```
char rec::name [ANS]
```

Referenced by [add\(\)](#), [bill\(\)](#), [display\(\)](#), and [edit\(\)](#).

#### 3.1.1.3 quantity

```
int rec::quantity
```

Referenced by [add\(\)](#), [bill\(\)](#), [d\\_quan\(\)](#), [display\(\)](#), and [edit\(\)](#).

#### 3.1.1.4 rate

```
float rec::rate
```

Referenced by [add\(\)](#), [bill\(\)](#), [d\\_rate\(\)](#), [display\(\)](#), and [edit\(\)](#).

The documentation for this struct was generated from the following file:

- C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem/[DepartmentStoreManagementSystem.c](#)

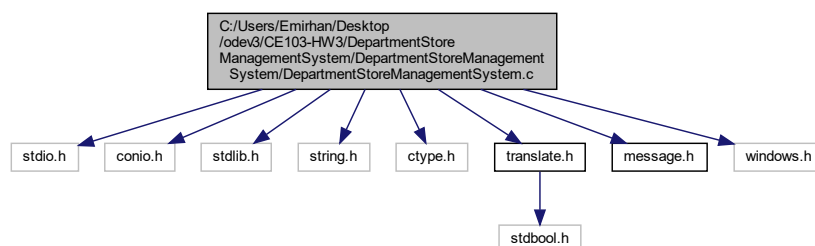
## Chapter 4

# File Documentation

### 4.1 C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem.c File Reference

```
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include "translate.h"
#include "message.h"
#include <windows.h>
```

Include dependency graph for DepartmentStoreManagementSystem.c:



### Data Structures

- struct [rec](#)

### Macros

- #define [\\_CRT\\_SECURE\\_NO\\_WARNINGS](#)
- #define [ANS](#) 15
- #define [ACS](#) 4

## Functions

- void `gotoxy` (int x, int y)
- void `c_code` (char[])
- int `check` (char[])
- void `curser` (int)
- void `dbill` ()
- void `d_mainmenu` ()
- void `display` (rec \*, int, int)
- void `window` (int, int, int, int)
- void `dis_con` ()
- void `d_search` ()
- void `highlight` (int, int)
- void `bill` ()
- void `edit` ()
- void `add` ()
- void `del` ()
- void `exit` ()
- void `d_code` ()
- void `d_rate` ()
- void `d_quan` ()
- void `d_all` ()
- void `langSelection` ()
- int `main` ()
- int `check` (char x[ANS])

## Variables

- COORD `coord` = { 0,0 }
- `rec item`

### 4.1.1 Macro Definition Documentation

#### 4.1.1.1 `_CRT_SECURE_NO_WARNINGS`

```
#define _CRT_SECURE_NO_WARNINGS
```

#### 4.1.1.2 `ACS`

```
#define ACS 4
```

#### 4.1.1.3 ANS

```
#define ANS 15
```

### 4.1.2 Function Documentation

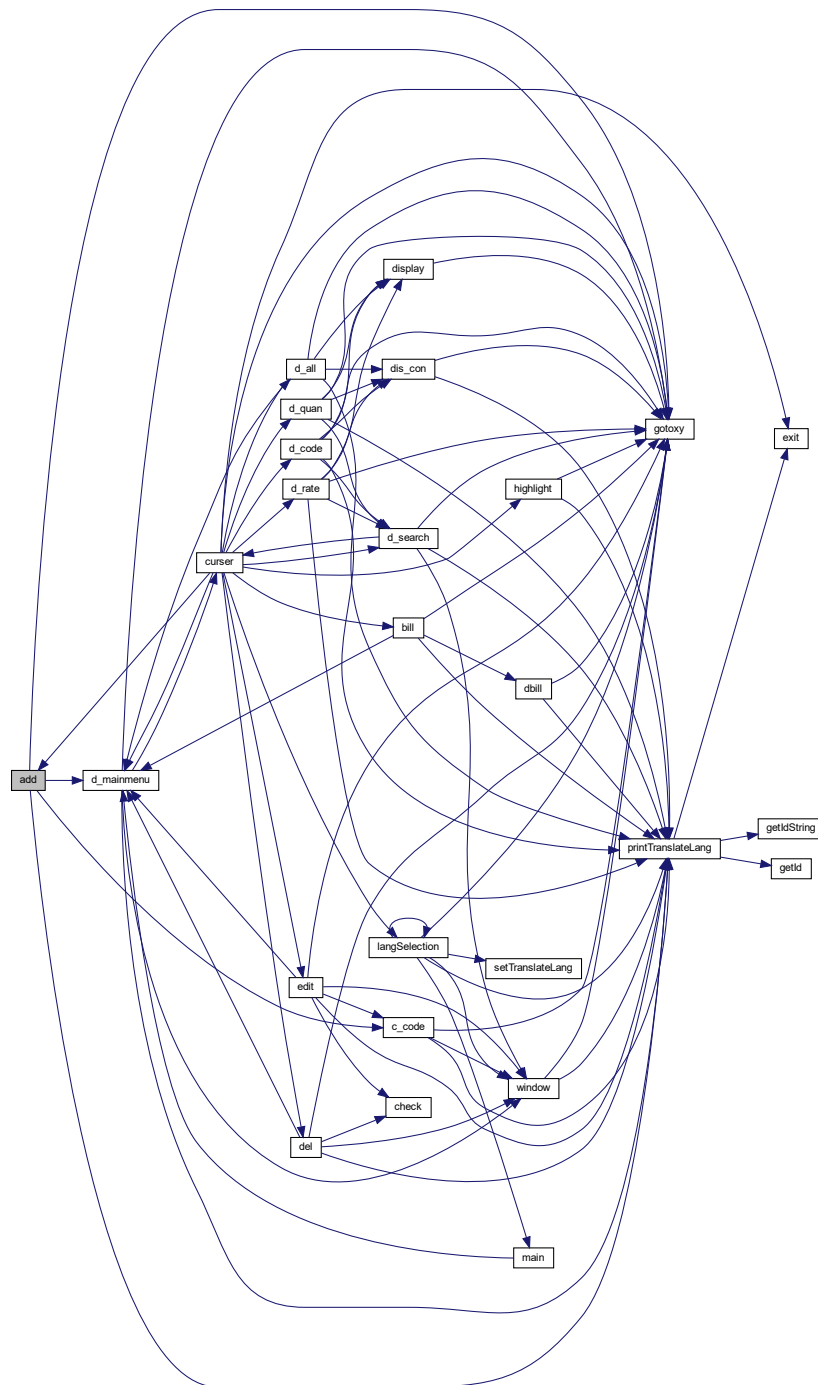
#### 4.1.2.1 add()

```
void add ( )
```

References [ACS](#), [c\\_code\(\)](#), [rec::code](#), [d\\_mainmenu\(\)](#), [enter\\_name\\_of\\_the\\_item](#), [enter\\_new\\_record\\_yn](#), [enter\\_quantity\\_of\\_the\\_item](#), [enter\\_rate\\_of\\_the\\_item](#), [gotoxy\(\)](#), [item](#), [rec::name](#), [printTranslateLang\(\)](#), [rec::quantity](#), and [rec::rate](#).

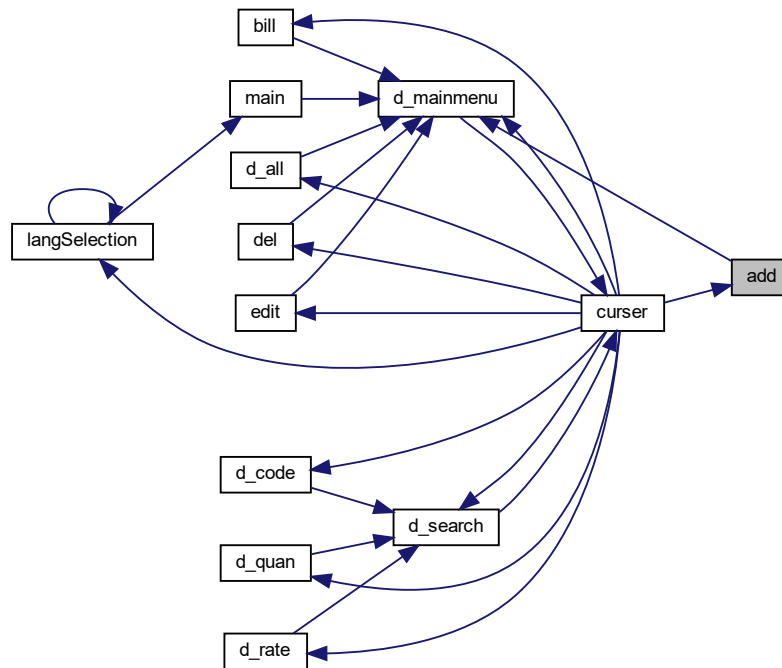
Referenced by [curser\(\)](#).

Here is the call graph for this function:





Here is the caller graph for this function:



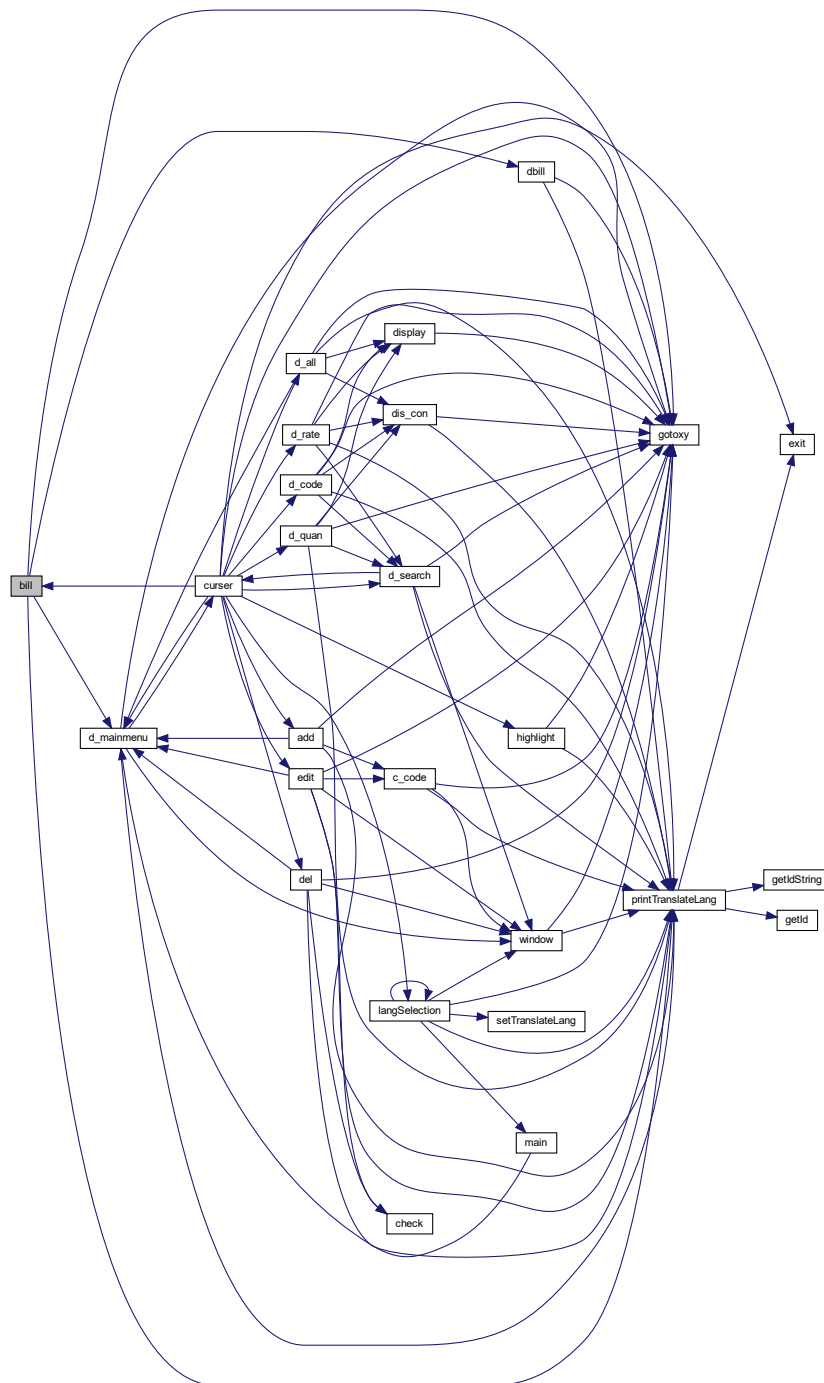
#### 4.1.2.2 bill()

```
void bill ( )
```

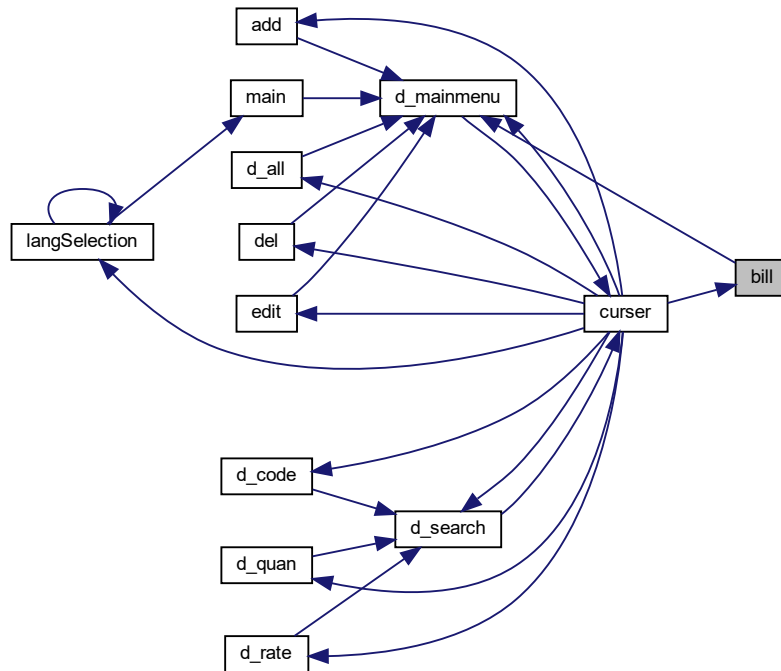
References [rec::code](#), [d\\_mainmenu\(\)](#), [dbill\(\)](#), [enter\\_end\\_to\\_finish\\_input](#), [enter\\_item\\_code](#), [enter\\_quantity](#), [gotoxy\(\)](#), [item](#), [rec::name](#), [printTranslateLang\(\)](#), [rec::quantity](#), [rec::rate](#), and [total\\_amount\\_nrs](#).

Referenced by [curser\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



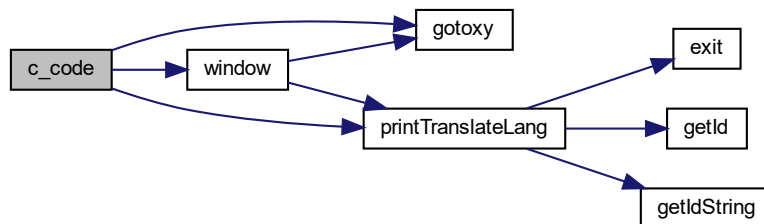
#### 4.1.2.3 c\_code()

```
void c_code (
    char y[] )
```

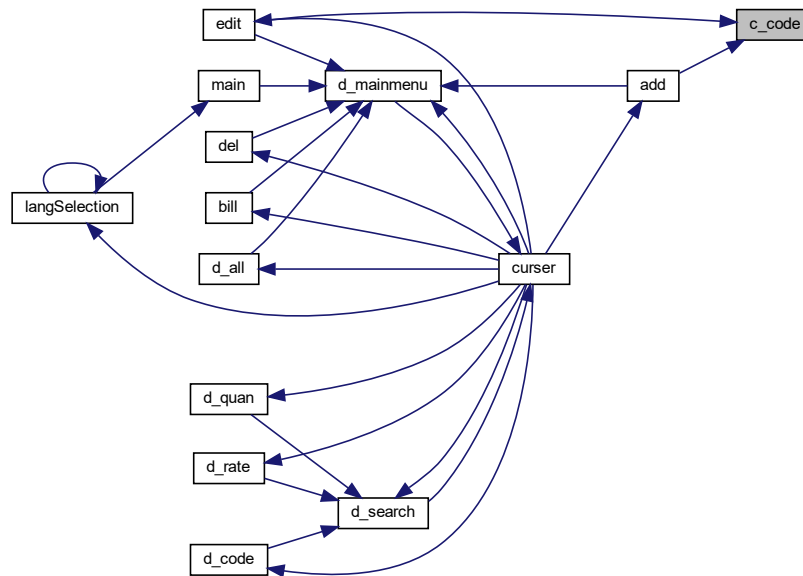
References [add\\_articles](#), [rec::code](#), [code\\_already\\_exists](#), [enter\\_again](#), [enter\\_new\\_code\\_of\\_the\\_article](#), [gotoxy\(\)](#), [item](#), [printTranslateLang\(\)](#), and [window\(\)](#).

Referenced by [add\(\)](#), and [edit\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.1.2.4 check() [1/2]

```
int check (
    char x[ANS] )
```

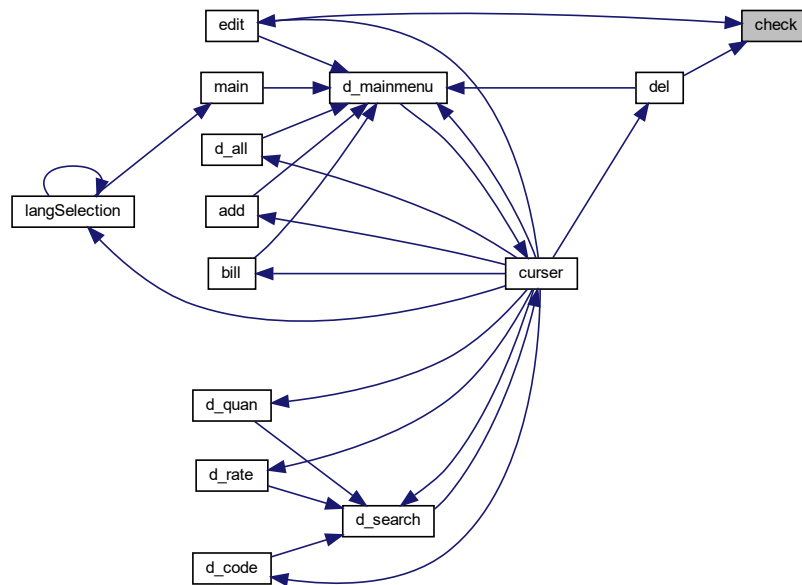
References [rec::code](#), and [item](#).

#### 4.1.2.5 check() [2/2]

```
int check (
    char [ ] )
```

Referenced by [del\(\)](#), and [edit\(\)](#).

Here is the caller graph for this function:



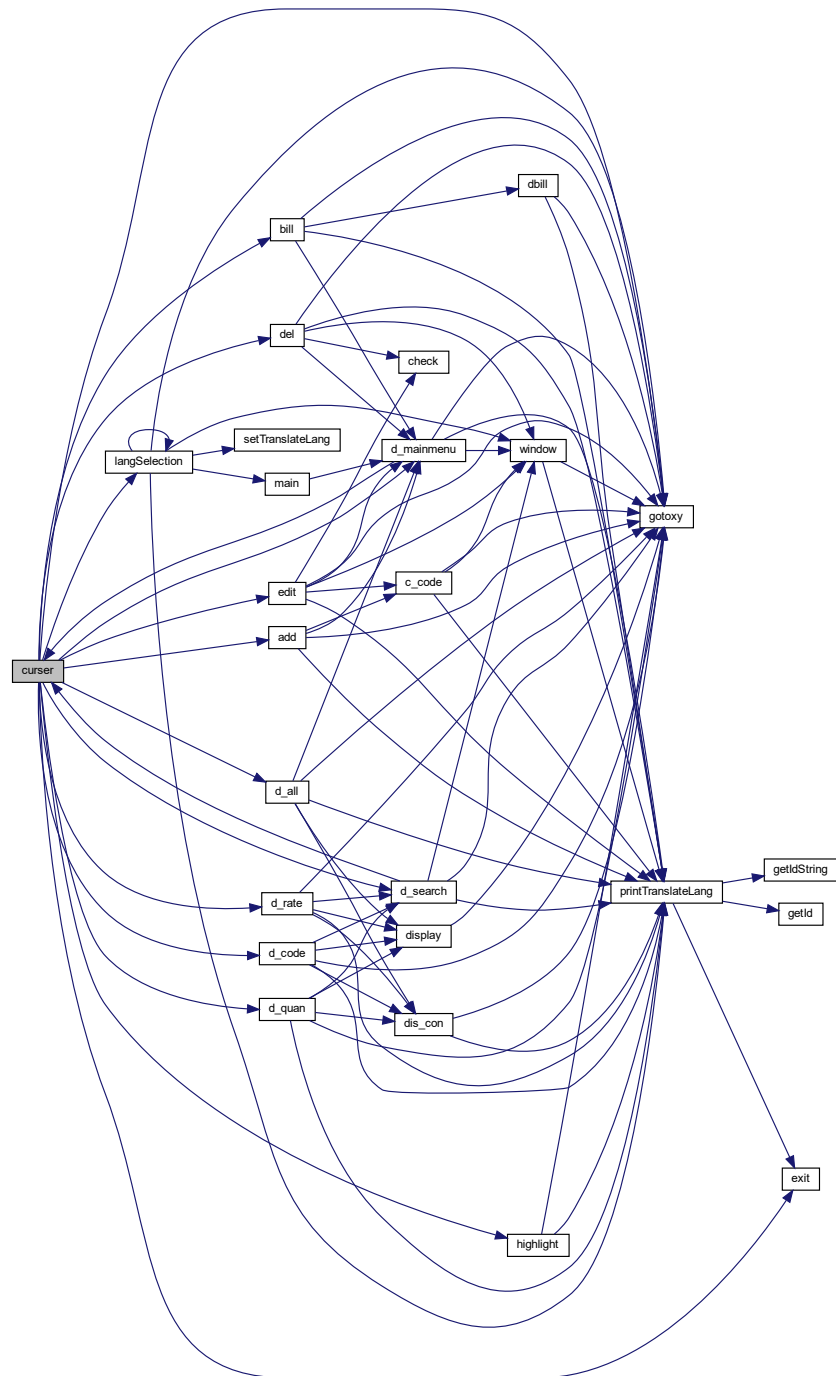
#### 4.1.2.6 curser()

```
void curser (
    int no )
```

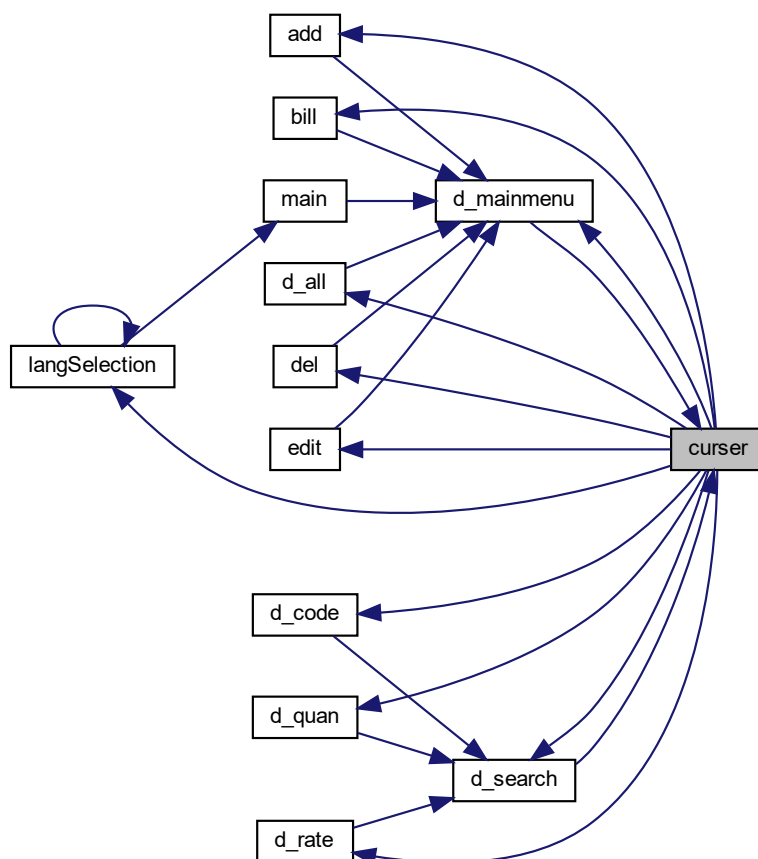
References [add\(\)](#), [bill\(\)](#), [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_mainmenu\(\)](#), [d\\_quan\(\)](#), [d\\_rate\(\)](#), [d\\_search\(\)](#), [del\(\)](#), [edit\(\)](#), [exit\(\)](#), [gotoxy\(\)](#), [highlight\(\)](#), and [langSelection\(\)](#).

Referenced by [d\\_mainmenu\(\)](#), and [d\\_search\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



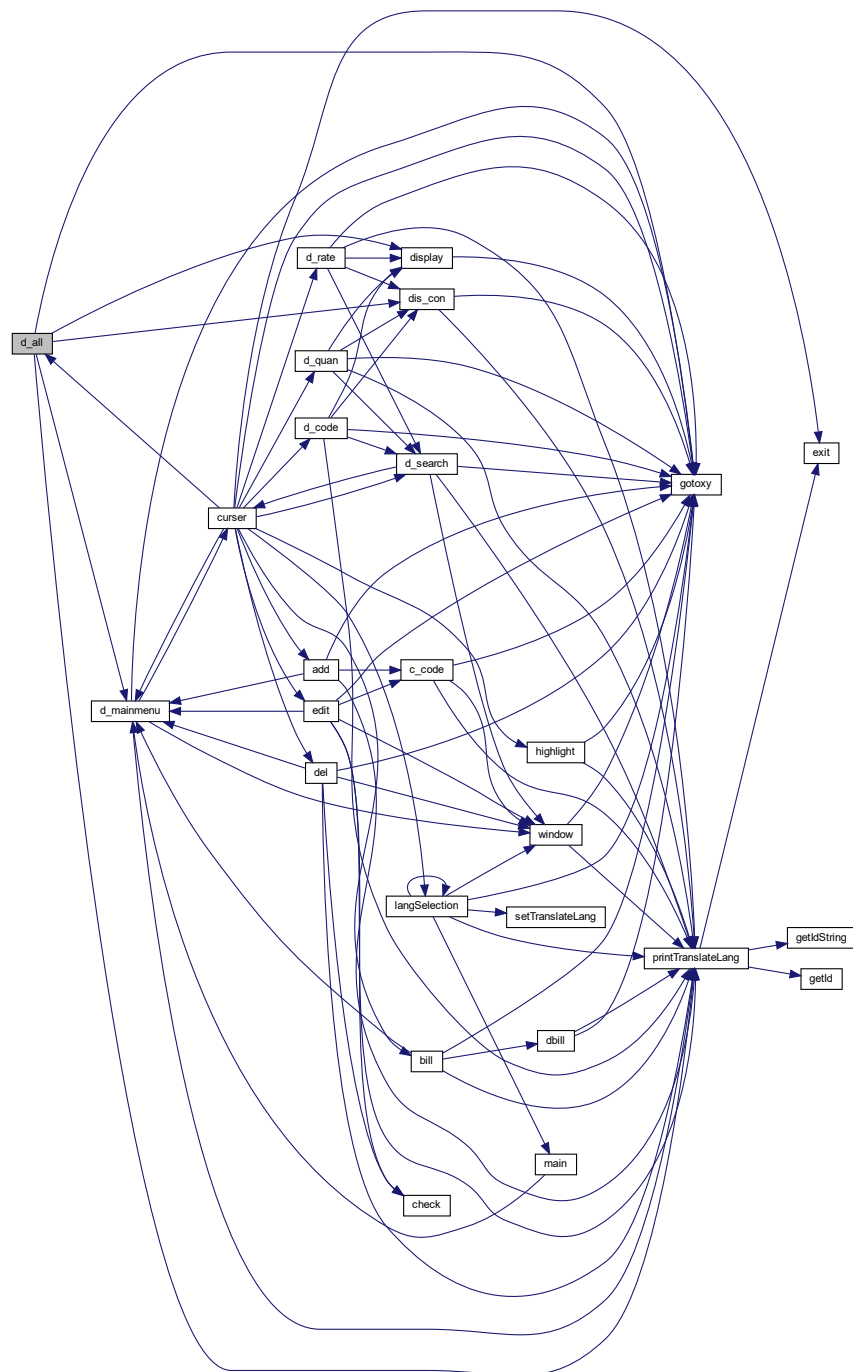
#### 4.1.2.7 d\_all()

```
void d_all ( )
```

References [d\\_mainmenu\(\)](#), [dis\\_con\(\)](#), [display\(\)](#), [gotoxy\(\)](#), [item](#), [no\\_articles\\_found](#), [press\\_any\\_key\\_to\\_see\\_more](#), and [printTranslateLang\(\)](#).

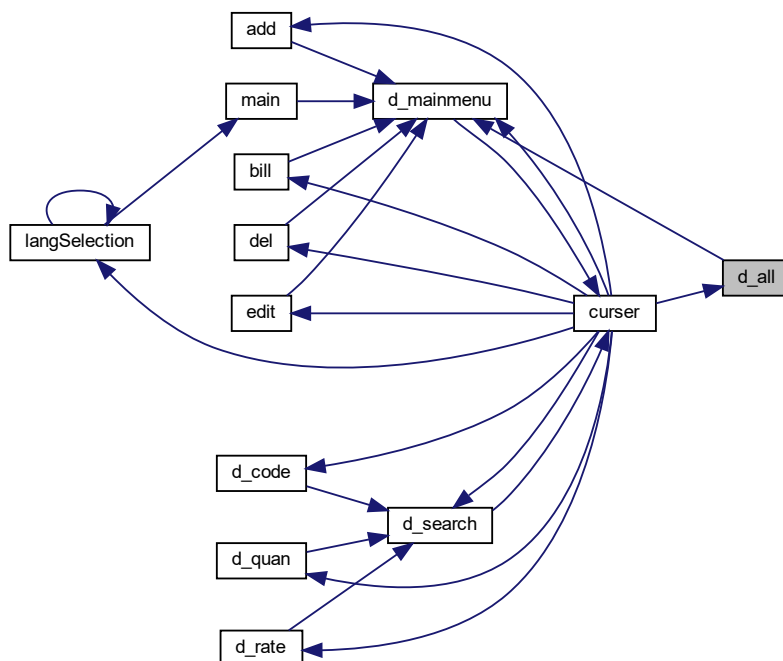
Referenced by [curser\(\)](#).

Here is the call graph for this function:





Here is the caller graph for this function:



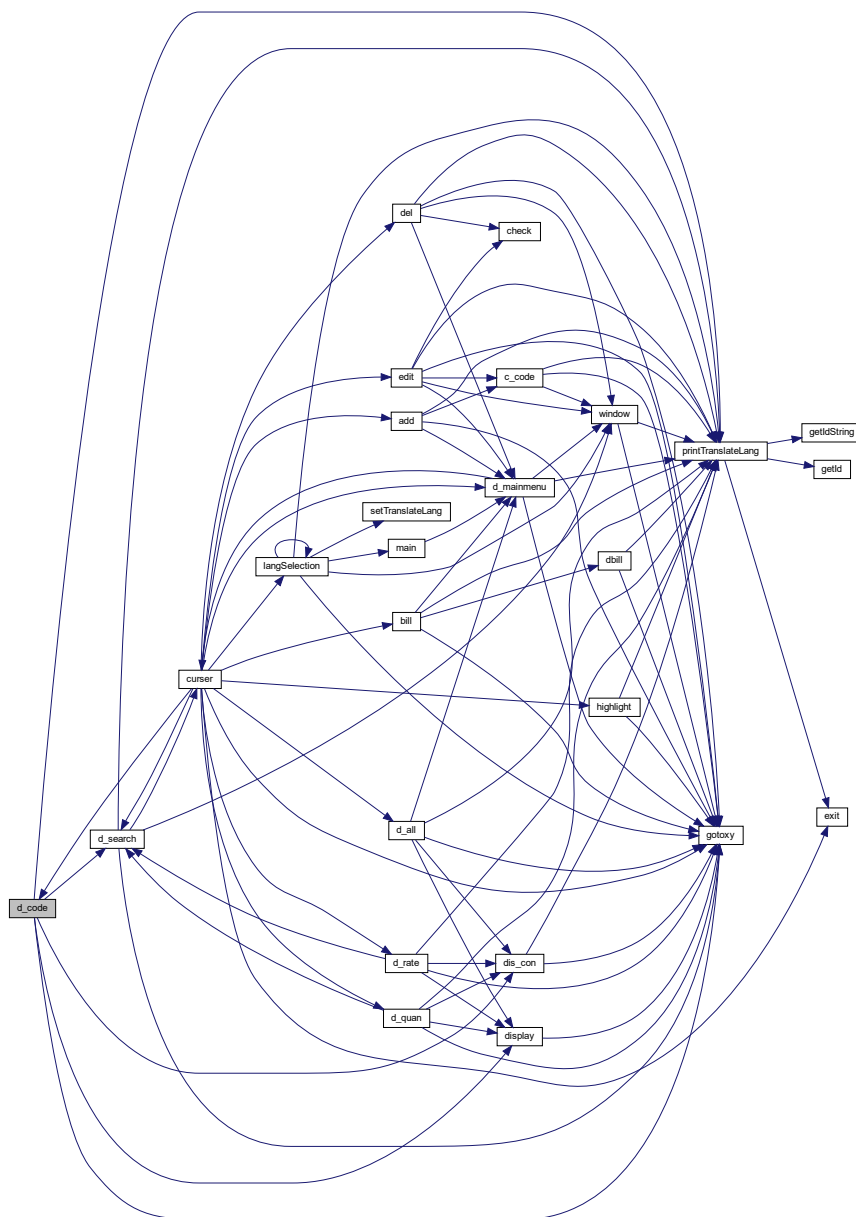
#### 4.1.2.8 d\_code()

```
void d_code ( )
```

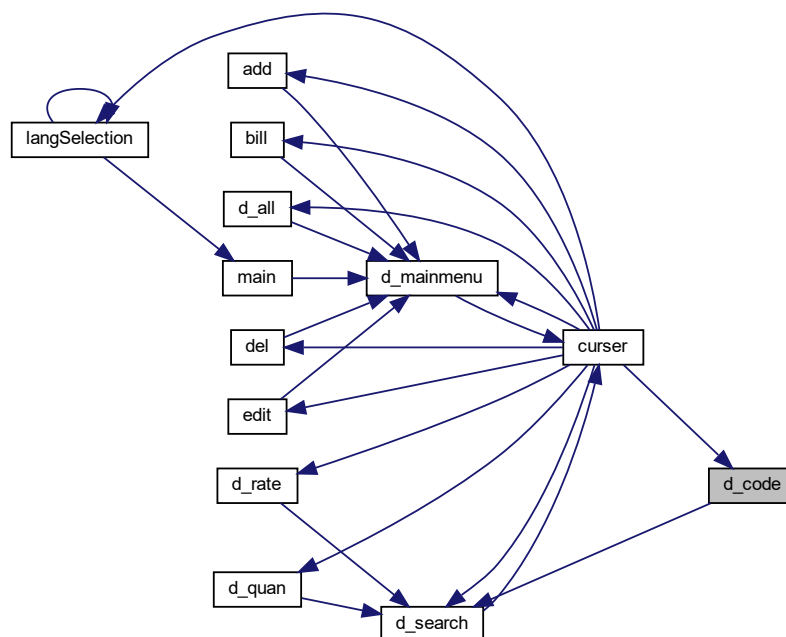
References [rec::code](#), [d\\_search\(\)](#), [dis\\_con\(\)](#), [display\(\)](#), [enter\\_item\\_code](#), [gotoxy\(\)](#), [item](#), [no\\_item\\_found](#), and [printTranslateLang\(\)](#).

Referenced by [curser\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



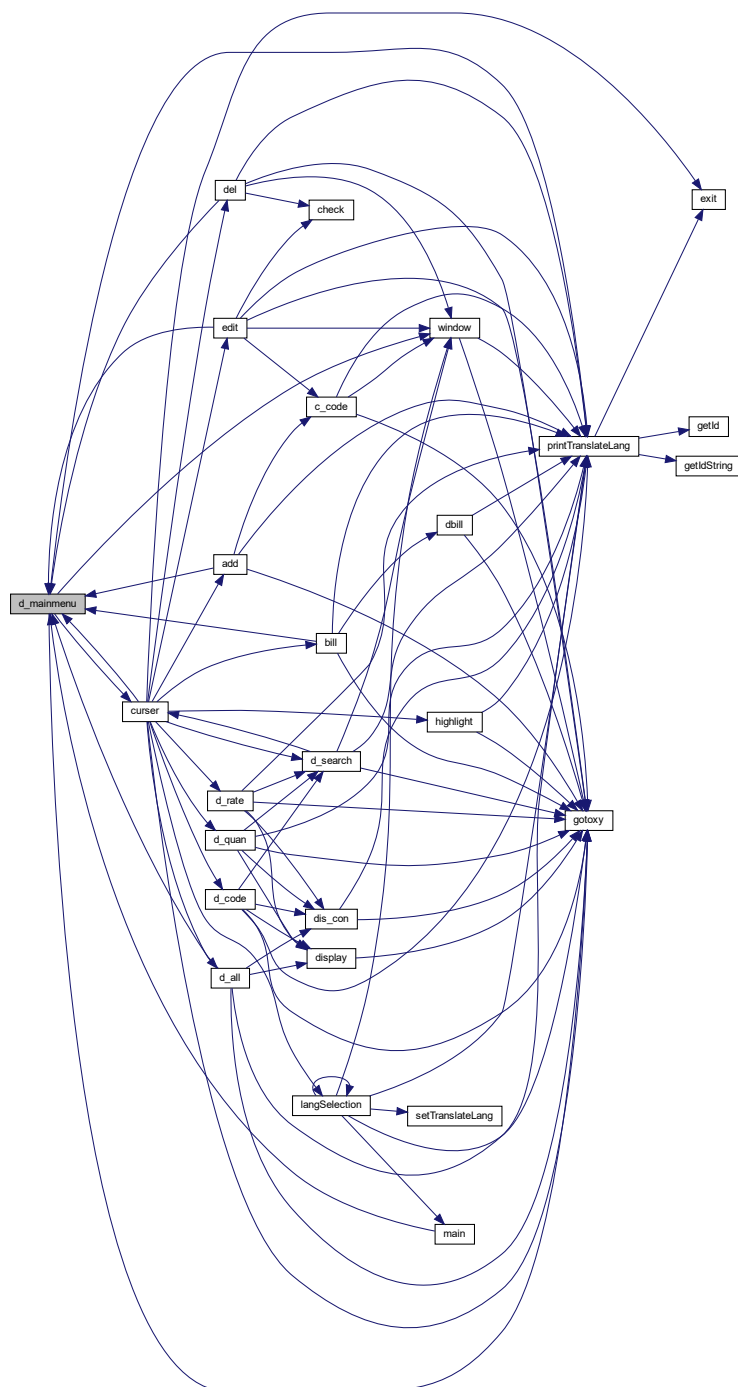
#### 4.1.2.9 d\_mainmenu()

```
void d_mainmenu ( )
```

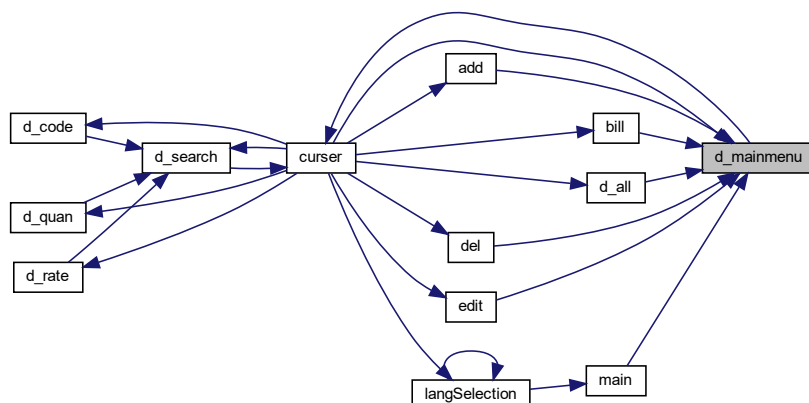
References [curser\(\)](#), [gotoxy\(\)](#), [main\\_menu](#), [printTranslateLang\(\)](#), and [window\(\)](#).

Referenced by [add\(\)](#), [bill\(\)](#), [curser\(\)](#), [d\\_all\(\)](#), [del\(\)](#), [edit\(\)](#), and [main\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



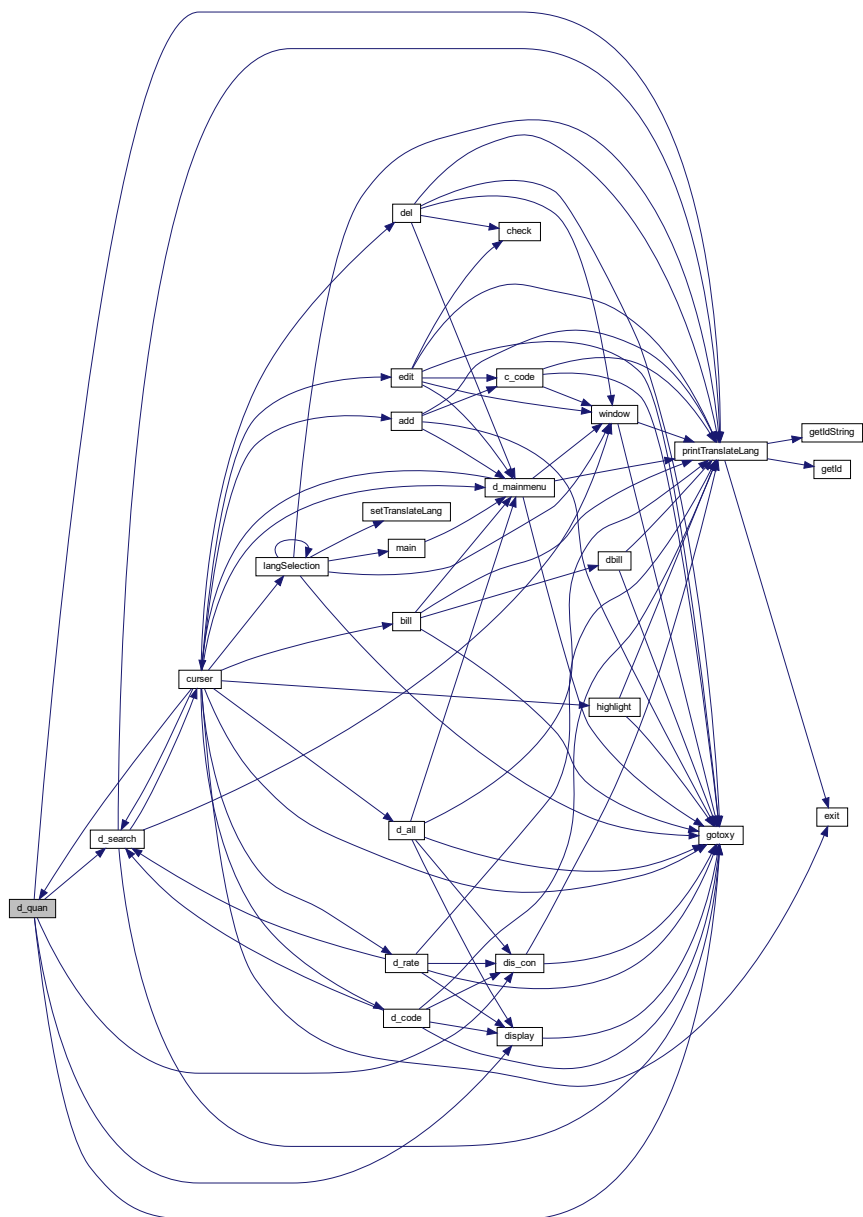
#### 4.1.2.10 d\_quan()

```
void d_quan ( )
```

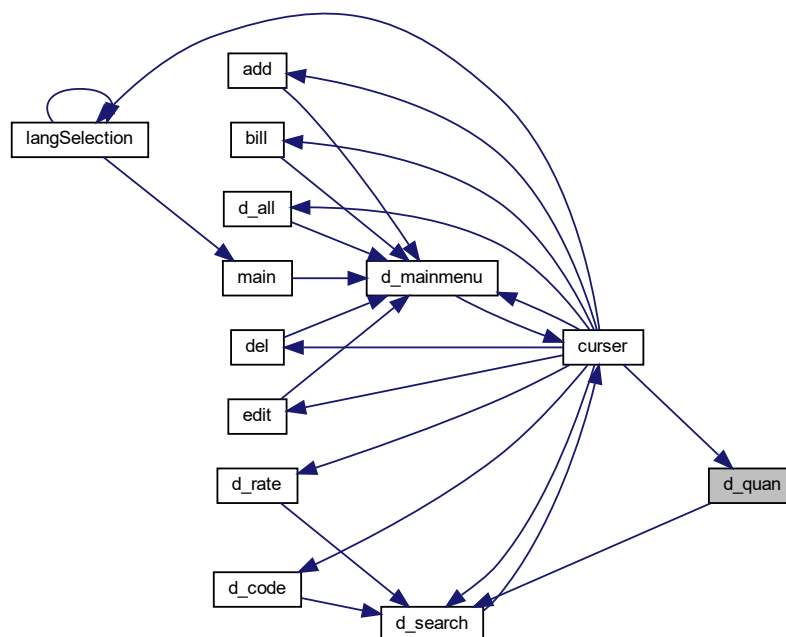
References [d\\_search\(\)](#), [dis\\_con\(\)](#), [display\(\)](#), [enter\\_lower\\_range](#), [enter\\_upper\\_range](#), [gotoxy\(\)](#), [item](#), [no\\_items\\_found](#), [press\\_any\\_key\\_to\\_see\\_more](#), [printTranslateLang\(\)](#), and [rec::quantity](#).

Referenced by [curser\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



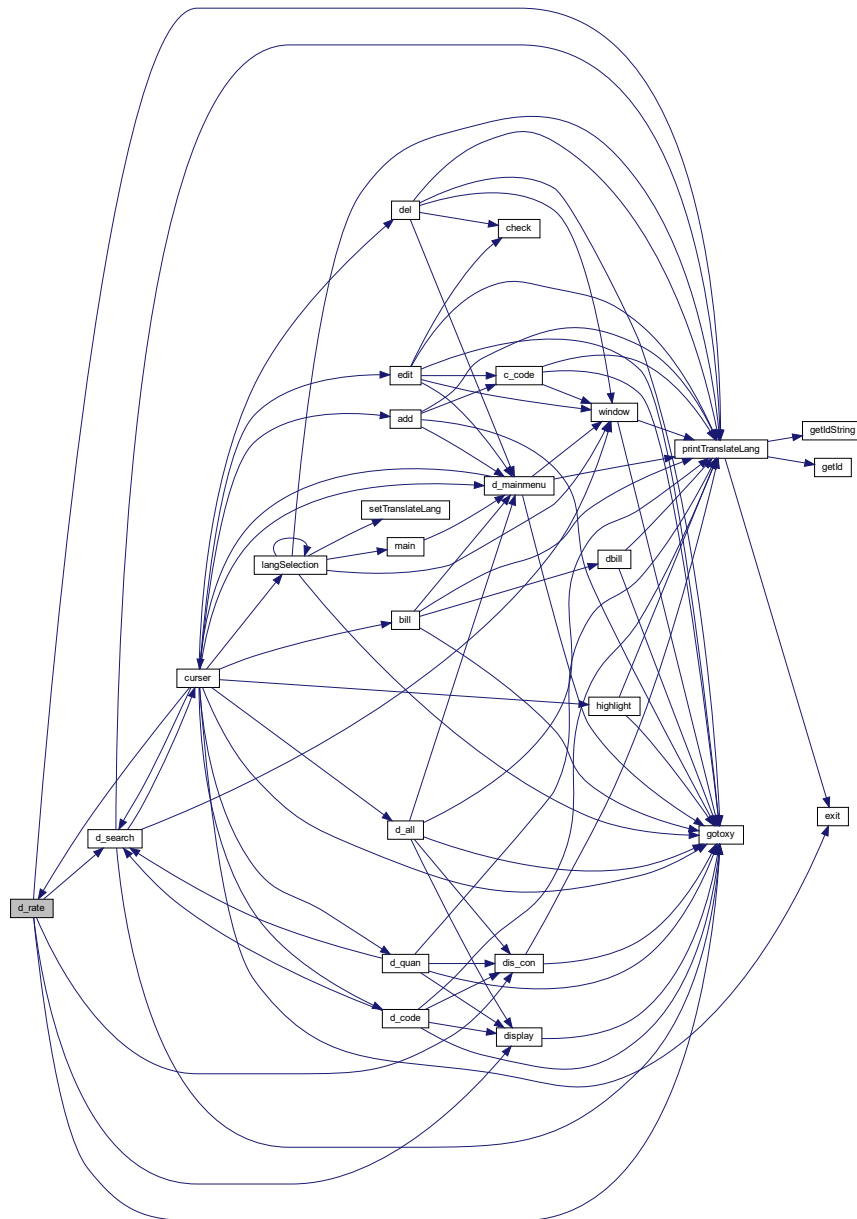
#### 4.1.2.11 d\_rate()

```
void d_rate ( )
```

References [d\\_search\(\)](#), [dis\\_con\(\)](#), [display\(\)](#), [enter\\_lower\\_range](#), [enter\\_upper\\_range](#), [gotoxy\(\)](#), [item](#), [no\\_item\\_found](#), [press\\_any\\_key\\_to\\_see\\_more](#), [printTranslateLang\(\)](#), and [rec::rate](#).

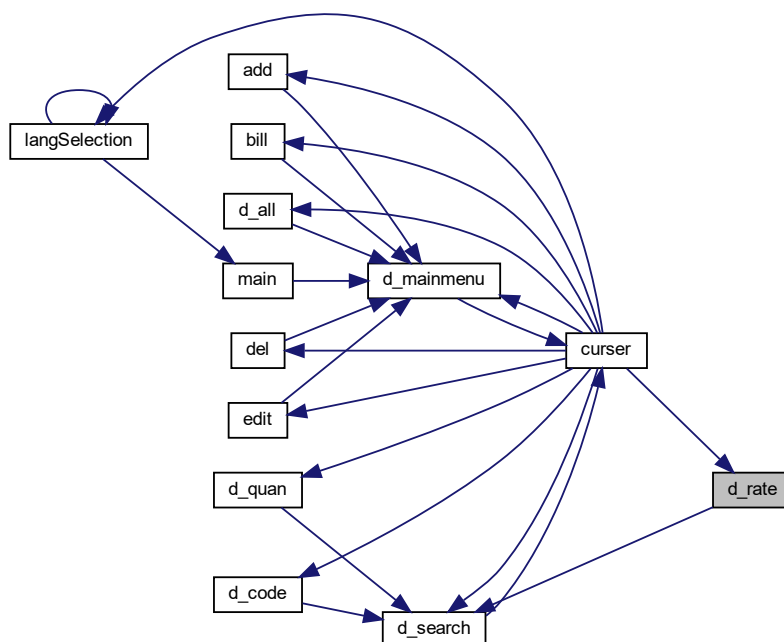
Referenced by [curser\(\)](#).

Here is the call graph for this function:





Here is the caller graph for this function:



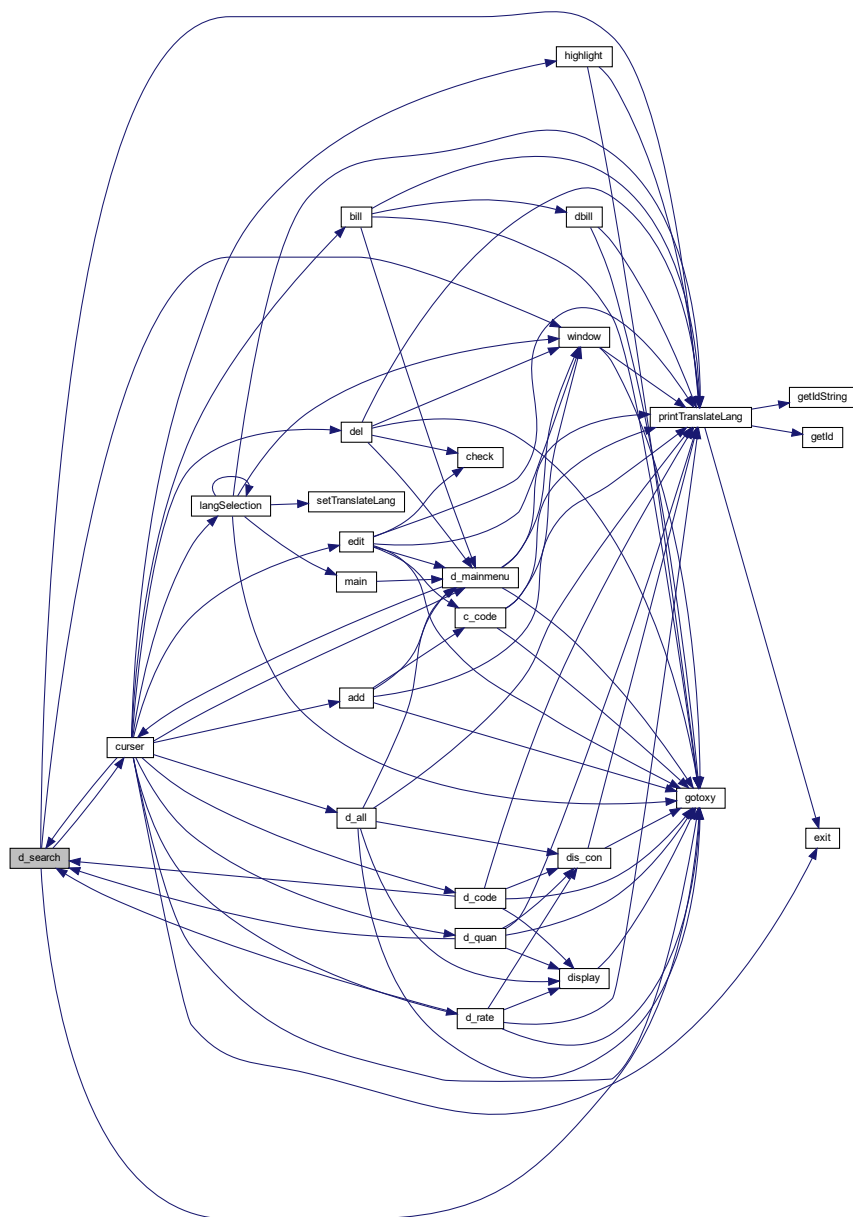
#### 4.1.2.12 d\_search()

```
void d_search ( )
```

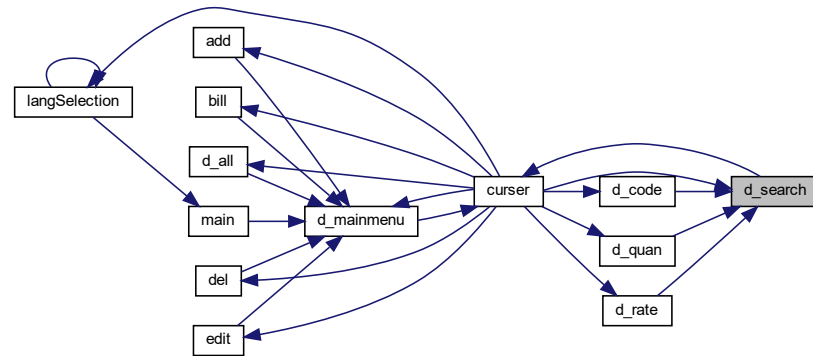
References [curser\(\)](#), [gotoxy\(\)](#), [printTranslateLang\(\)](#), [search\\_menu](#), and [window\(\)](#).

Referenced by [curser\(\)](#), [d\\_code\(\)](#), [d\\_quan\(\)](#), and [d\\_rate\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



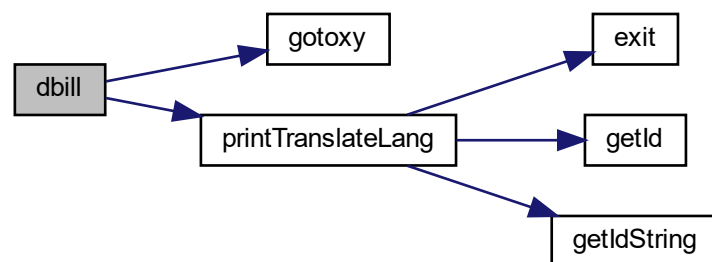
#### 4.1.2.13 dbill()

```
void dbill ( )
```

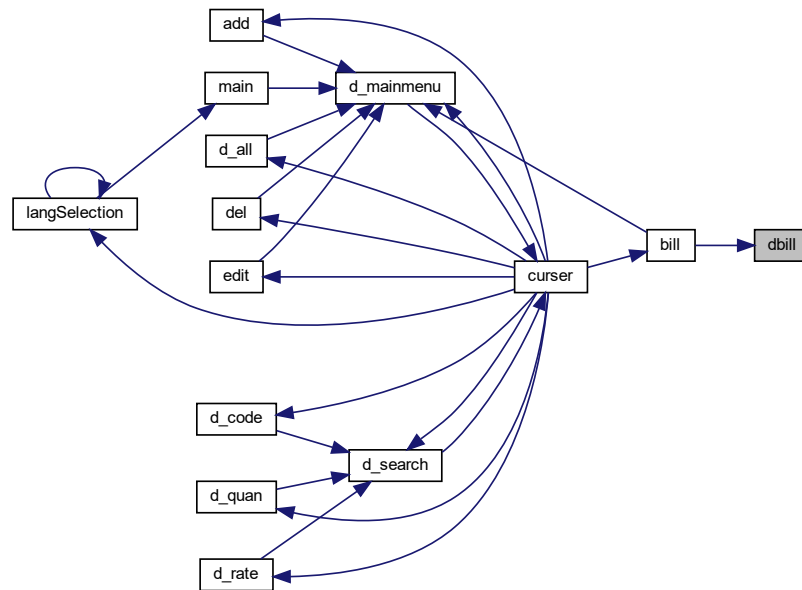
References [customers\\_bill](#), [departmental\\_store](#), [fashion\\_wear](#), [gotoxy\(\)](#), [printTranslateLang\(\)](#), and [sn\\_itemname\\_quantity\\_rate\\_total](#).

Referenced by [bill\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



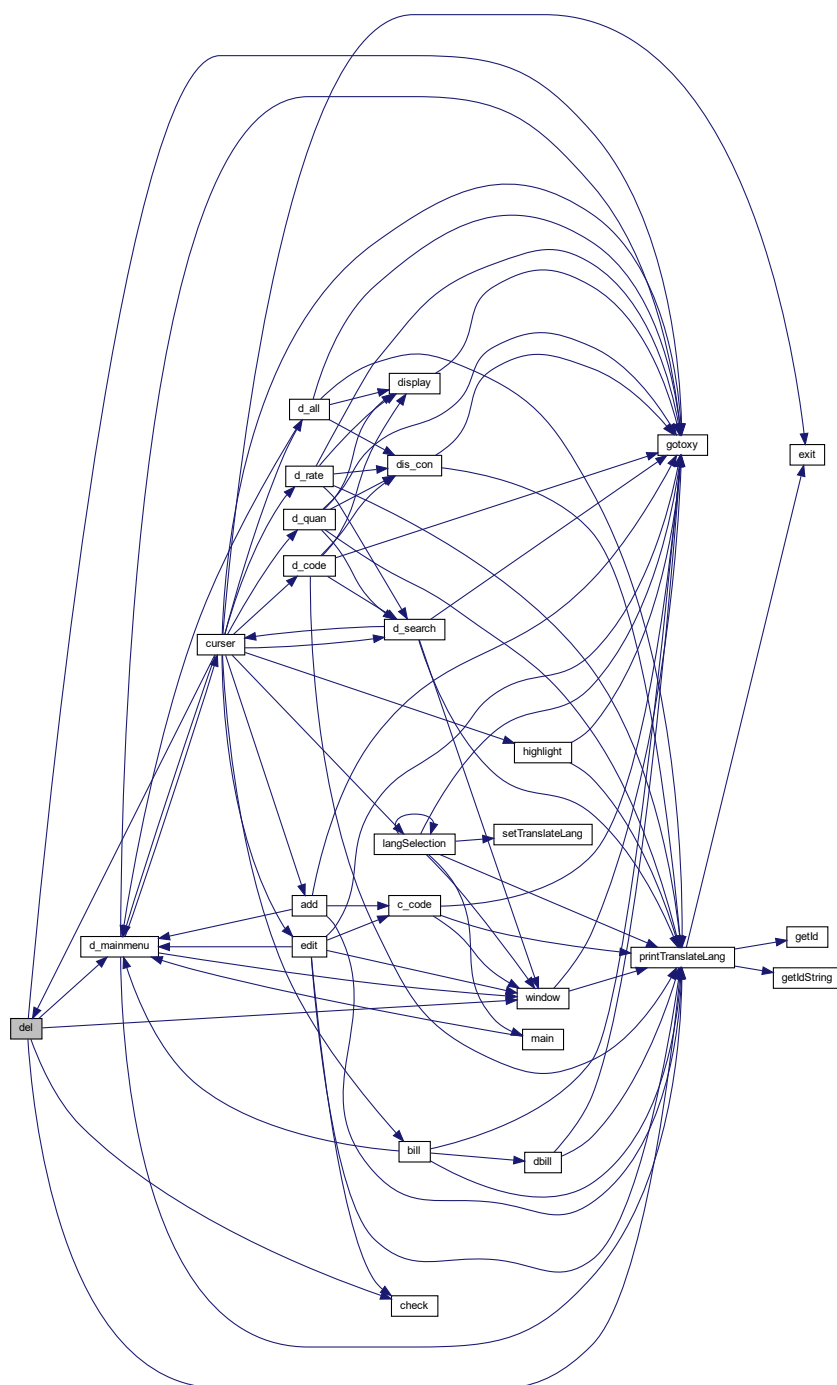
#### 4.1.2.14 del()

```
void del ( )
```

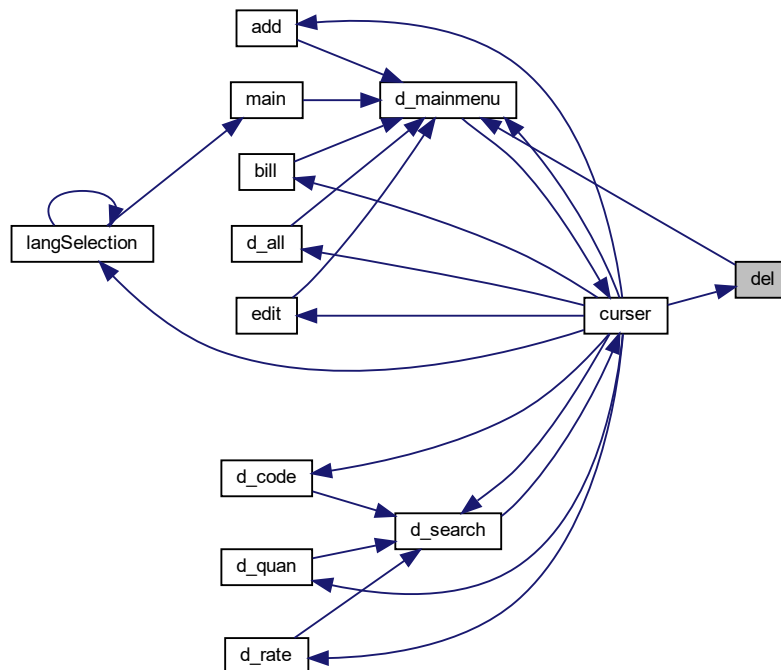
References [ANS](#), [check\(\)](#), [rec::code](#), [d\\_mainmenu\(\)](#), [delete\\_articles](#), [enter\\_item\\_code](#), [gotoxy\(\)](#), [item](#), [item\\_deleted](#), [item\\_does\\_not\\_exist](#), [printTranslateLang\(\)](#), [try\\_again](#), and [window\(\)](#).

Referenced by [curser\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



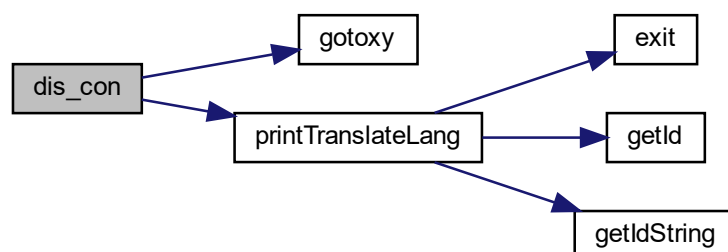
#### 4.1.2.15 dis\_con()

```
void dis_con ( )
```

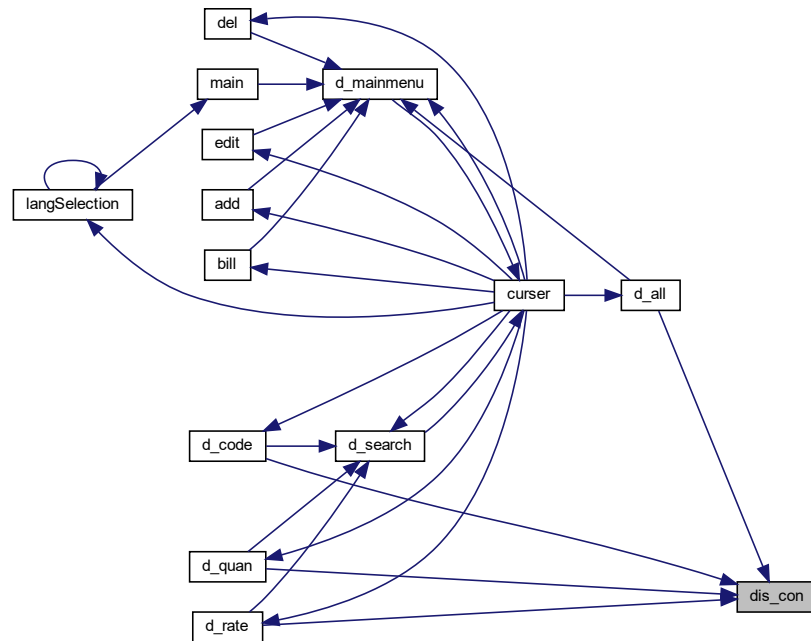
References [departmental\\_store](#), [fashion\\_wear](#), [gotoxy\(\)](#), [printTranslateLang\(\)](#), [records](#), and [sn\\_itemname\\_itemcode\\_rate\\_quantity](#).

Referenced by [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_quan\(\)](#), and [d\\_rate\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.1.2.16 display()

```

void display (
    rec * item,
    int i,
    int j )

```

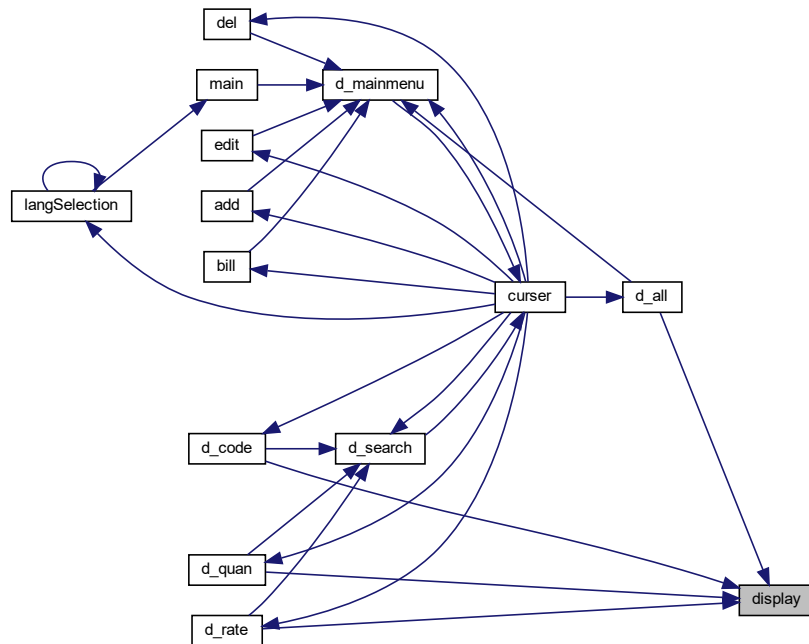
References [rec::code](#), [gotoxy\(\)](#), [item](#), [rec::name](#), [rec::quantity](#), and [rec::rate](#).

Referenced by [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_quan\(\)](#), and [d\\_rate\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.1.2.17 edit()

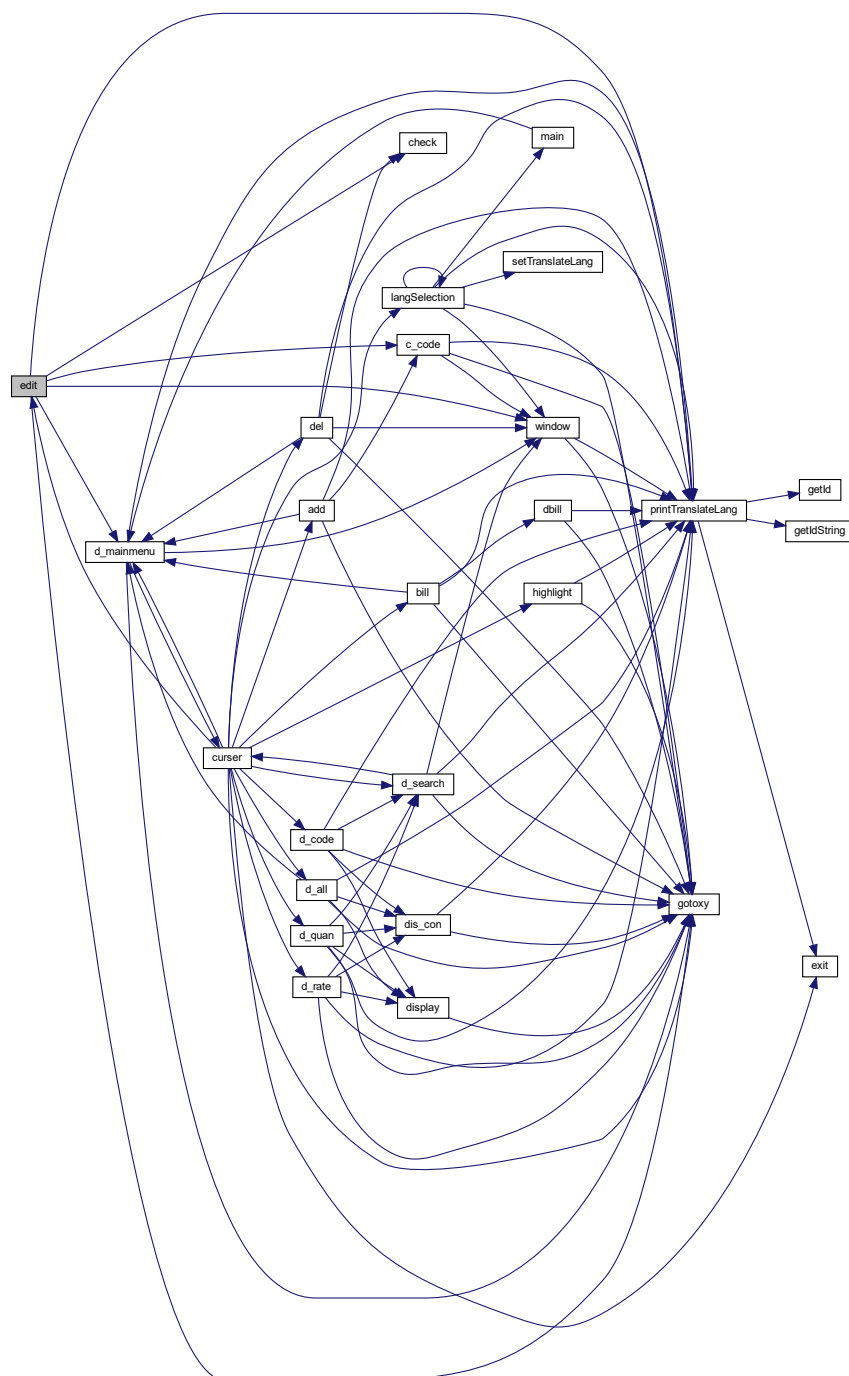
```
void edit ( )
```

References [ACS](#), [c\\_code\(\)](#), [check\(\)](#), [rec::code](#), [code\\_s](#), [d\\_mainmenu\(\)](#), [do\\_you\\_want\\_to\\_edit\\_this\\_code\\_yn](#), [edit\\_records](#), [enter\\_item\\_code](#), [enter\\_new\\_name](#), [enter\\_new\\_quantity](#), [enter\\_new\\_rate](#), [enter\\_your\\_choice\\_1234](#), [f\\_edit\\_quantity](#), [gotoxy\(\)](#), [item](#), [item\\_does\\_not\\_exist](#), [item\\_edited](#), [rec::name](#), [name\\_s](#), [o\\_edit\\_name](#), [printTranslateLang\(\)](#), [rec::quantity](#), [quantity\\_d](#), [rec::rate](#), [rate\\_g](#), [t\\_edit\\_code](#), [t\\_edit\\_rate](#), [try\\_again](#), and [window\(\)](#).

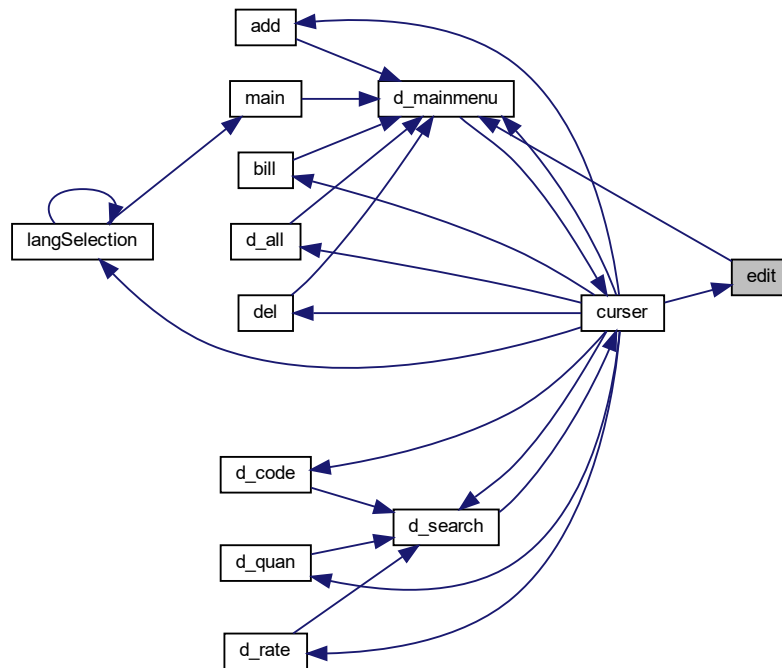
Referenced by [curser\(\)](#).



Here is the call graph for this function:



Here is the caller graph for this function:

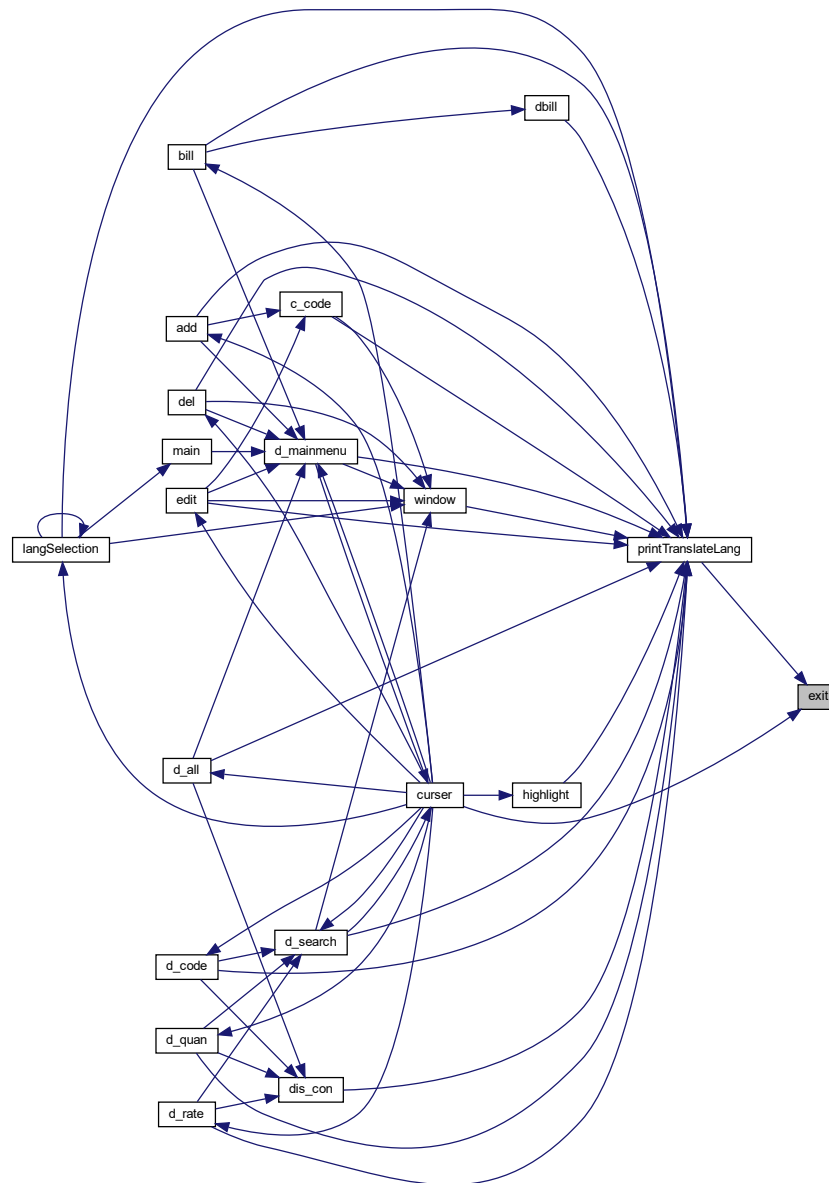


#### 4.1.2.18 `exit()`

```
void exit ( )
```

Referenced by [curser\(\)](#), and [printTranslateLang\(\)](#).

Here is the caller graph for this function:



#### 4.1.2.19 gotoxy()

```
void gotoxy (
    int x,
    int y )
```

References [coord](#).

Referenced by [add\(\)](#), [bill\(\)](#), [c\\_code\(\)](#), [cursor\(\)](#), [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_mainmenu\(\)](#), [d\\_quan\(\)](#), [d\\_rate\(\)](#), [d\\_search\(\)](#), [dbill\(\)](#), [del\(\)](#), [dis\\_con\(\)](#), [display\(\)](#), [edit\(\)](#), [highlight\(\)](#), [langSelection\(\)](#), and [window\(\)](#).

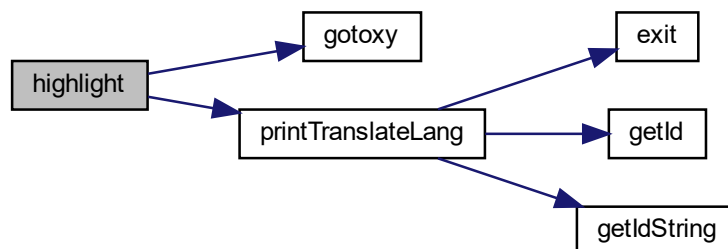
The diagram is a directed graph representing a system's architecture or data flow. It features numerous nodes, each represented by a rectangular box with a label. The nodes are interconnected by a dense network of curved arrows, indicating the direction of relationships or data flow. The nodes are distributed across the image, with a high concentration of connections in the central and right-hand areas. The labels on the nodes include 'langSelection', 'main', 'edit', 'd\_mainmenu', 'curser', 'gotoxy', 'highlight', 'c\_code', 'add', 'window', 'dbill', 'bill', 'del', 'd\_all', 'd\_code', 'dis\_con', 'd\_quan', 'display', 'd\_rate', and 'd\_search'. The graph is highly interconnected, with many arrows crossing each other, suggesting a complex web of dependencies or interactions between the components.

```
void highlight (
    int no,
    int count )
```

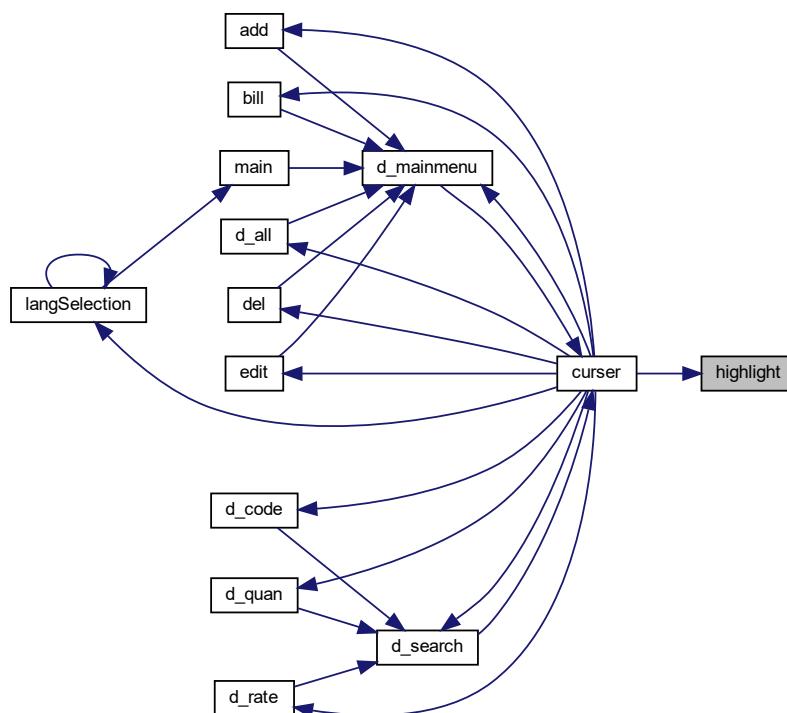
References [add\\_goods](#), [add\\_goods2](#), [back\\_to\\_main\\_menu](#), [back\\_to\\_main\\_menu2](#), [by\\_code](#), [by\\_code2](#), [by\\_quantity](#), [by\\_quantity2](#), [by\\_rate](#), [by\\_rate2](#), [calculate\\_bill](#), [calculate\\_bill2](#), [cexit](#), [cexit2](#), [change\\_language](#), [change\\_language2](#), [delete\\_goods](#), [delete\\_goods2](#), [display\\_all](#), [display\\_all2](#), [edit\\_goods](#), [edit\\_goods2](#), [gotoxy\(\)](#), [printTranslateLang\(\)](#), [search](#), and [search2](#).

Referenced by [curser\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



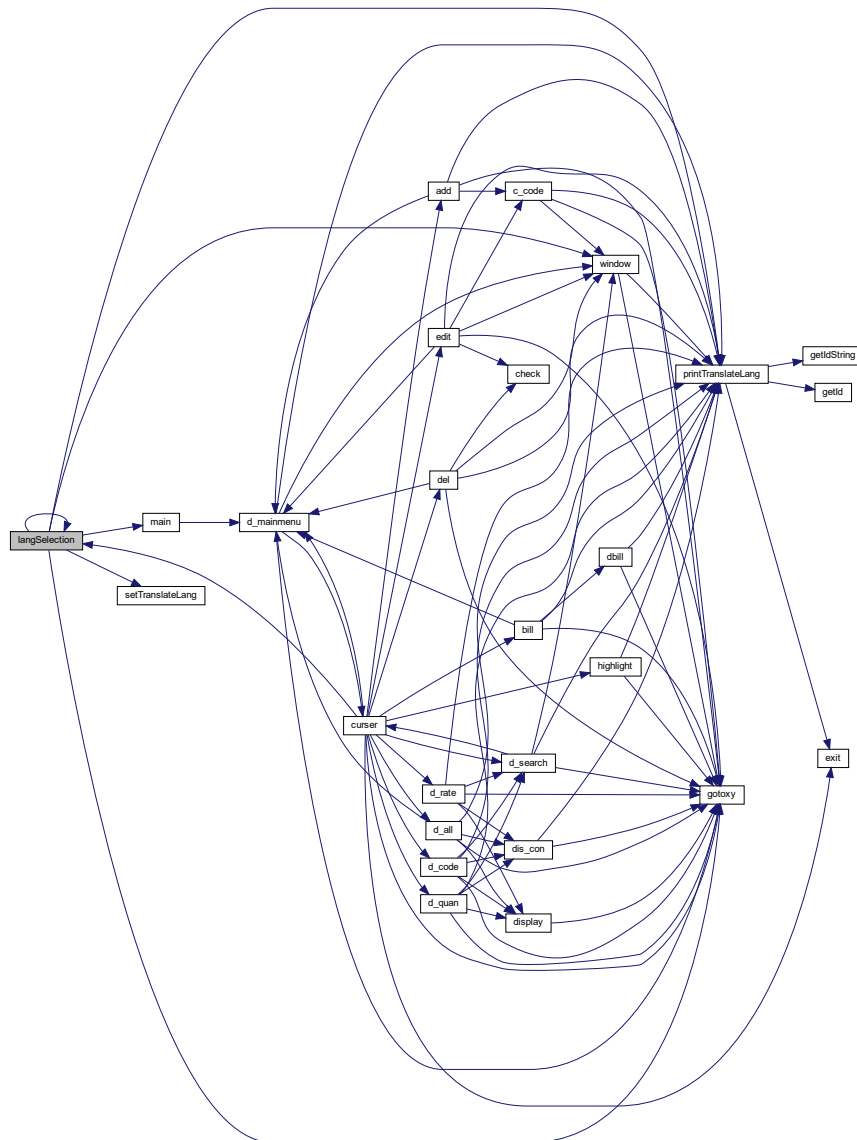
#### 4.1.2.21 langSelection()

```
void langSelection ( )
```

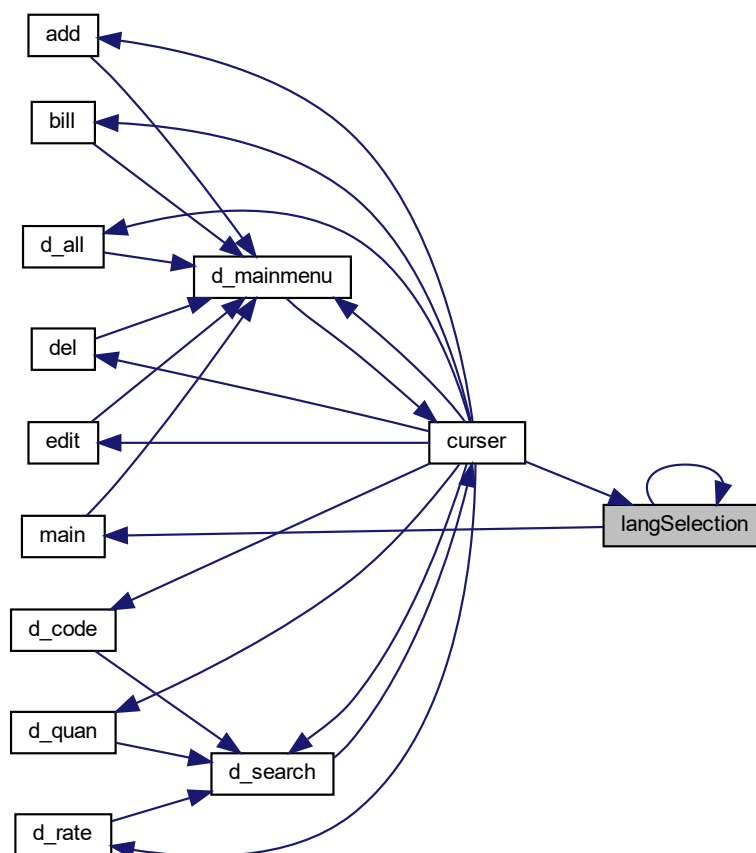
References [APP\\_LANG\\_TR](#), [change\\_language3](#), [confirm\\_lang\\_change](#), [ENGLISH\\_L](#), [for\\_english\\_press](#), [for\\_turkish\\_press](#), [gotoxy\(\)](#), [langSelection\(\)](#), [main\(\)](#), [printTranslateLang\(\)](#), [setTranslateLang\(\)](#), [TURKISH\\_L](#), and [window\(\)](#).

Referenced by [curser\(\)](#), and [langSelection\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



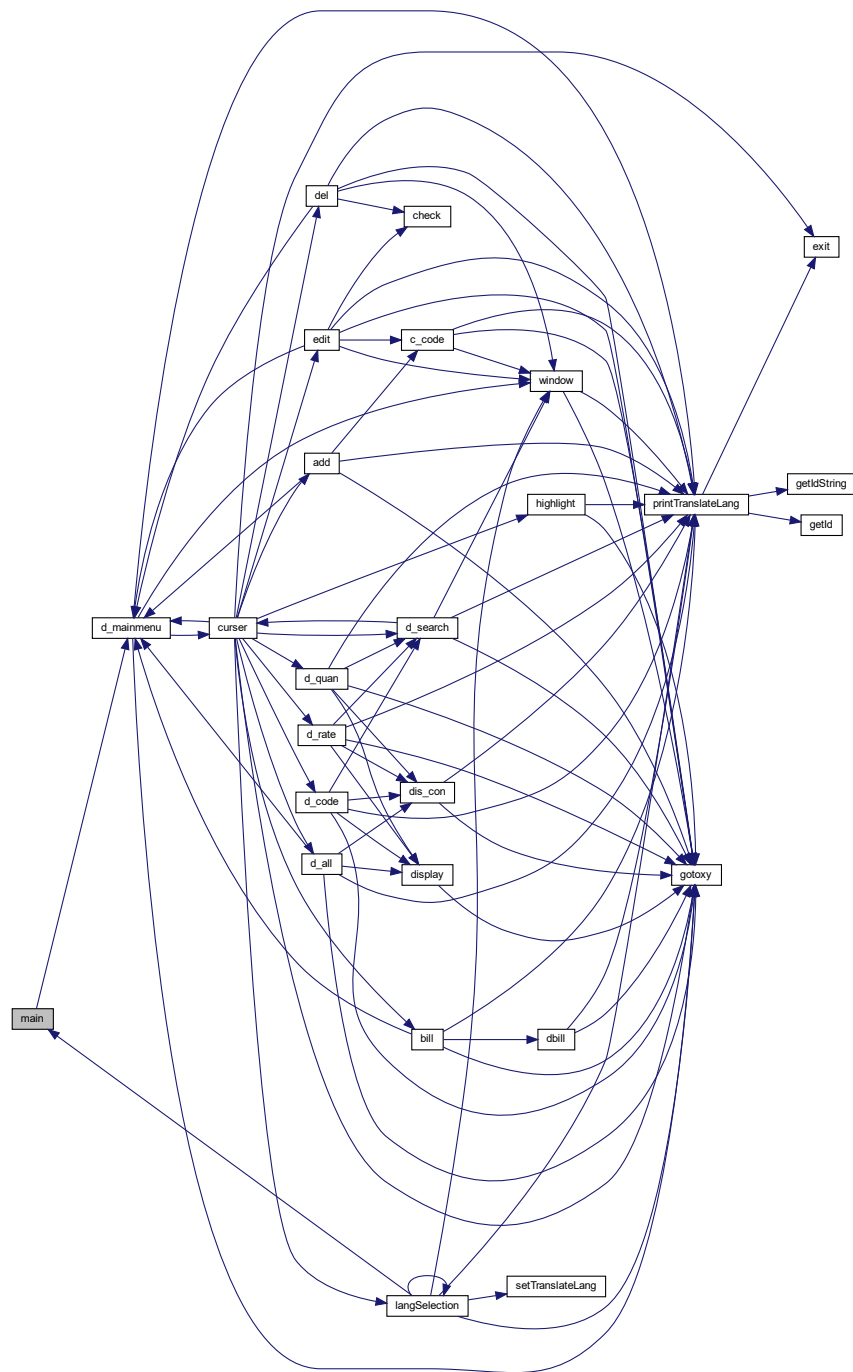
#### 4.1.2.22 main()

```
int main ( )
```

References [d\\_mainmenu\(\)](#).

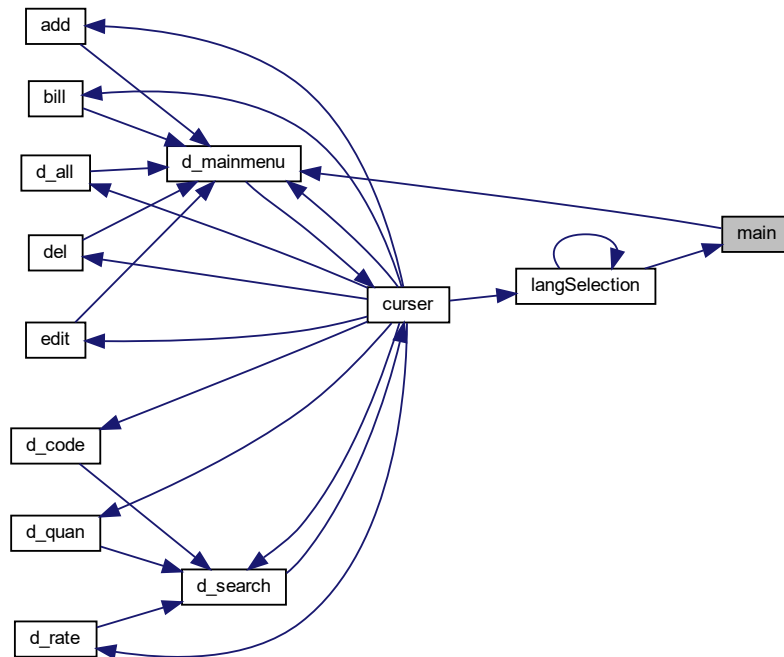
Referenced by [langSelection\(\)](#).

Here is the call graph for this function:





Here is the caller graph for this function:



#### 4.1.2.23 window()

```

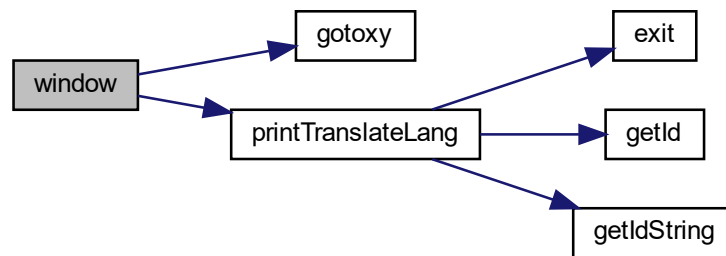
void window (
    int a,
    int b,
    int c,
    int d )

```

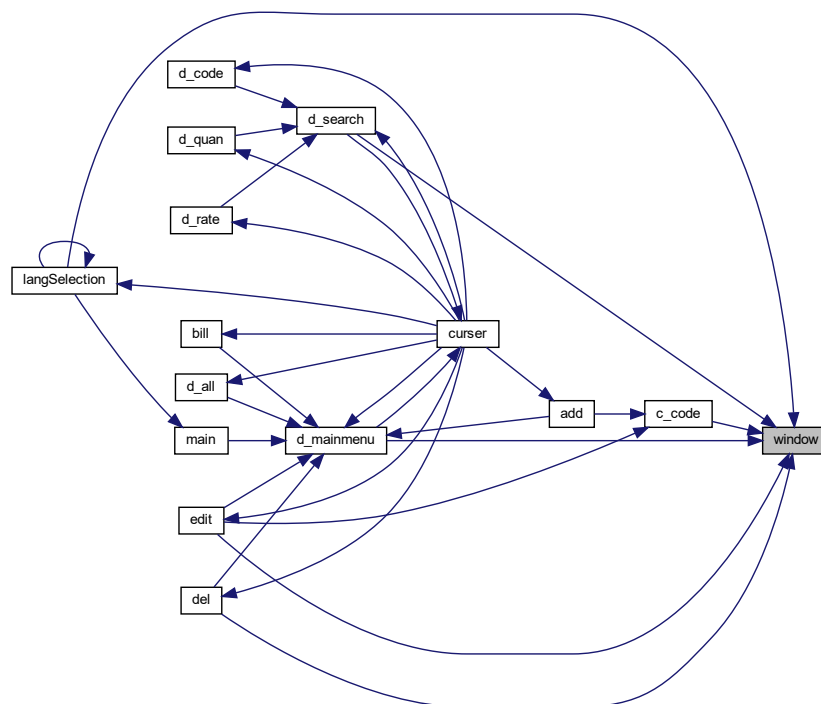
References [departmental\\_store](#), [fashion\\_wear](#), [gotoxy\(\)](#), and [printTranslateLang\(\)](#).

Referenced by [c\\_code\(\)](#), [d\\_mainmenu\(\)](#), [d\\_search\(\)](#), [del\(\)](#), [edit\(\)](#), and [langSelection\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



## 4.1.3 Variable Documentation

### 4.1.3.1 coord

```
COORD coord = { 0, 0 }
```

Referenced by [gotoxy\(\)](#).

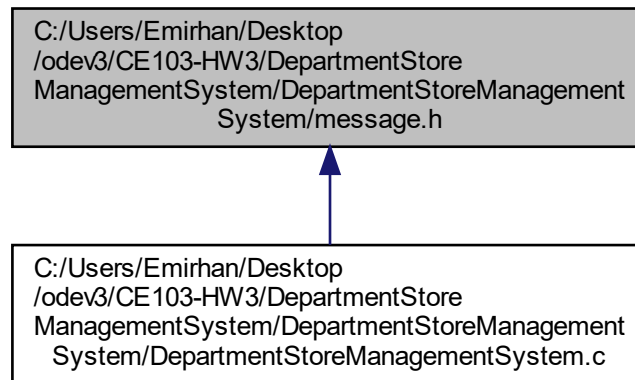
#### 4.1.3.2 item

`rec item`

Referenced by `add()`, `bill()`, `c_code()`, `check()`, `d_all()`, `d_code()`, `d_quan()`, `d_rate()`, `del()`, `display()`, and `edit()`.

## 4.2 C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem/message.h File Reference

This graph shows which files directly or indirectly include this file:



### Macros

- `#define main_menu 1`
- `#define search_menu 2`
- `#define by_code 3`
- `#define by_rate 4`
- `#define by_quantity 5`
- `#define back_to_main_menu 6`
- `#define calculate_bill 7`
- `#define add_goods 8`
- `#define edit_goods 9`
- `#define display_all 10`
- `#define search 11`
- `#define delete_goods 12`
- `#define change_language 13`
- `#define cexit 14`
- `#define enter_end_to_finish_input 15`
- `#define enter_item_code 16`
- `#define enter_quantity 17`

- #define [total\\_amount\\_nrs](#) 18
- #define [fashion\\_wear](#) 19
- #define [departmental\\_store](#) 20
- #define [customers\\_bill](#) 21
- #define [sn\\_itemname\\_quantity\\_rate\\_total](#) 22
- #define [enter\\_new\\_record\\_yn](#) 23
- #define [enter\\_rate\\_of\\_the\\_item](#) 24
- #define [enter\\_quantity\\_of\\_the\\_item](#) 25
- #define [enter\\_name\\_of\\_the\\_item](#) 26
- #define [add\\_articles](#) 27
- #define [enter\\_new\\_code\\_of\\_the\\_article](#) 28
- #define [code\\_already\\_exists](#) 29
- #define [enter\\_again](#) 30
- #define [edit\\_records](#) 31
- #define [name\\_s](#) 32
- #define [code\\_s](#) 33
- #define [rate\\_g](#) 34
- #define [quantity\\_d](#) 35
- #define [do\\_you\\_want\\_to\\_edit\\_this\\_code\\_yn](#) 36
- #define [o\\_edit\\_name](#) 37
- #define [t\\_edit\\_code](#) 38
- #define [t\\_edit\\_rate](#) 39
- #define [f\\_edit\\_quantity](#) 40
- #define [enter\\_your\\_choice\\_1234](#) 41
- #define [enter\\_new\\_name](#) 42
- #define [enter\\_new\\_rate](#) 43
- #define [enter\\_new\\_quantity](#) 44
- #define [item\\_edited](#) 45
- #define [item\\_does\\_not\\_exist](#) 46
- #define [try\\_again](#) 47
- #define [press\\_any\\_key\\_to\\_see\\_more](#) 48
- #define [no\\_articles\\_found](#) 49
- #define [enter\\_lower\\_range](#) 50
- #define [enter\\_upper\\_range](#) 51
- #define [no\\_items\\_found](#) 52
- #define [no\\_item\\_found](#) 53
- #define [records](#) 54
- #define [sn\\_itemname\\_itemcode\\_rate\\_quantity](#) 55
- #define [delete\\_articles](#) 56
- #define [item\\_deleted](#) 57
- #define [by\\_code2](#) 58
- #define [by\\_rate2](#) 59
- #define [by\\_quantity2](#) 60
- #define [back\\_to\\_main\\_menu2](#) 61
- #define [calculate\\_bill2](#) 62
- #define [add\\_goods2](#) 63
- #define [edit\\_goods2](#) 64
- #define [display\\_all2](#) 65
- #define [search2](#) 66
- #define [delete\\_goods2](#) 67
- #define [change\\_language2](#) 68
- #define [cexit2](#) 69
- #define [change\\_language3](#) 70
- #define [confirm\\_lang\\_change](#) 71
- #define [for\\_english\\_press](#) 72
- #define [for\\_turkish\\_press](#) 73

## 4.2.1 Macro Definition Documentation

### 4.2.1.1 add\_articles

```
#define add_articles 27
```

### 4.2.1.2 add\_goods

```
#define add_goods 8
```

### 4.2.1.3 add\_goods2

```
#define add_goods2 63
```

### 4.2.1.4 back\_to\_main\_menu

```
#define back_to_main_menu 6
```

### 4.2.1.5 back\_to\_main\_menu2

```
#define back_to_main_menu2 61
```

### 4.2.1.6 by\_code

```
#define by_code 3
```

### 4.2.1.7 by\_code2

```
#define by_code2 58
```

#### 4.2.1.8 by\_quantity

```
#define by_quantity 5
```

#### 4.2.1.9 by\_quantity2

```
#define by_quantity2 60
```

#### 4.2.1.10 by\_rate

```
#define by_rate 4
```

#### 4.2.1.11 by\_rate2

```
#define by_rate2 59
```

#### 4.2.1.12 calculate\_bill

```
#define calculate_bill 7
```

#### 4.2.1.13 calculate\_bill2

```
#define calculate_bill2 62
```

#### 4.2.1.14 cexit

```
#define cexit 14
```

#### 4.2.1.15 cexit2

```
#define cexit2 69
```

#### 4.2.1.16 change\_language

```
#define change_language 13
```

#### 4.2.1.17 change\_language2

```
#define change_language2 68
```

#### 4.2.1.18 change\_language3

```
#define change_language3 70
```

#### 4.2.1.19 code\_already\_exists

```
#define code_already_exists 29
```

#### 4.2.1.20 code\_s

```
#define code_s 33
```

#### 4.2.1.21 confirm\_lang\_change

```
#define confirm_lang_change 71
```

#### 4.2.1.22 customers\_bill

```
#define customers_bill 21
```

#### 4.2.1.23 delete\_articles

```
#define delete_articles 56
```

**4.2.1.24 delete\_goods**

```
#define delete_goods 12
```

**4.2.1.25 delete\_goods2**

```
#define delete_goods2 67
```

**4.2.1.26 departmental\_store**

```
#define departmental_store 20
```

**4.2.1.27 display\_all**

```
#define display_all 10
```

**4.2.1.28 display\_all2**

```
#define display_all2 65
```

**4.2.1.29 do\_you\_want\_to\_edit\_this\_code\_yn**

```
#define do_you_want_to_edit_this_code_yn 36
```

**4.2.1.30 edit\_goods**

```
#define edit_goods 9
```

**4.2.1.31 edit\_goods2**

```
#define edit_goods2 64
```



#### 4.2.1.32 edit\_records

```
#define edit_records 31
```

#### 4.2.1.33 enter\_again

```
#define enter_again 30
```

#### 4.2.1.34 enter\_end\_to\_finish\_input

```
#define enter_end_to_finish_input 15
```

#### 4.2.1.35 enter\_item\_code

```
#define enter_item_code 16
```

#### 4.2.1.36 enter\_lower\_range

```
#define enter_lower_range 50
```

#### 4.2.1.37 enter\_name\_of\_the\_item

```
#define enter_name_of_the_item 26
```

#### 4.2.1.38 enter\_new\_code\_of\_the\_article

```
#define enter_new_code_of_the_article 28
```

#### 4.2.1.39 enter\_new\_name

```
#define enter_new_name 42
```

**4.2.1.40 enter\_new\_quantity**

```
#define enter_new_quantity 44
```

**4.2.1.41 enter\_new\_rate**

```
#define enter_new_rate 43
```

**4.2.1.42 enter\_new\_record\_yn**

```
#define enter_new_record_yn 23
```

**4.2.1.43 enter\_quantity**

```
#define enter_quantity 17
```

**4.2.1.44 enter\_quantity\_of\_the\_item**

```
#define enter_quantity_of_the_item 25
```

**4.2.1.45 enter\_rate\_of\_the\_item**

```
#define enter_rate_of_the_item 24
```

**4.2.1.46 enter\_upper\_range**

```
#define enter_upper_range 51
```

**4.2.1.47 enter\_your\_choice\_1234**

```
#define enter_your_choice_1234 41
```

#### 4.2.1.48 f\_edit\_quantity

```
#define f_edit_quantity 40
```

#### 4.2.1.49 fashion\_wear

```
#define fashion_wear 19
```

#### 4.2.1.50 for\_english\_press

```
#define for_english_press 72
```

#### 4.2.1.51 for\_turkish\_press

```
#define for_turkish_press 73
```

#### 4.2.1.52 item\_deleted

```
#define item_deleted 57
```

#### 4.2.1.53 item\_does\_not\_exist

```
#define item_does_not_exist 46
```

#### 4.2.1.54 item\_edited

```
#define item_edited 45
```

#### 4.2.1.55 main\_menu

```
#define main_menu 1
```

**4.2.1.56 name\_s**

```
#define name_s 32
```

**4.2.1.57 no\_articles\_found**

```
#define no_articles_found 49
```

**4.2.1.58 no\_item\_found**

```
#define no_item_found 53
```

**4.2.1.59 no\_items\_found**

```
#define no_items_found 52
```

**4.2.1.60 o\_edit\_name**

```
#define o_edit_name 37
```

**4.2.1.61 press\_any\_key\_to\_see\_more**

```
#define press_any_key_to_see_more 48
```

**4.2.1.62 quantity\_d**

```
#define quantity_d 35
```

**4.2.1.63 rate\_g**

```
#define rate_g 34
```

#### 4.2.1.64 records

```
#define records 54
```

#### 4.2.1.65 search

```
#define search 11
```

#### 4.2.1.66 search2

```
#define search2 66
```

#### 4.2.1.67 search\_menu

```
#define search_menu 2
```

#### 4.2.1.68 sn\_itemname\_itemcode\_rate\_quantity

```
#define sn_itemname_itemcode_rate_quantity 55
```

#### 4.2.1.69 sn\_itemname\_quantity\_rate\_total

```
#define sn_itemname_quantity_rate_total 22
```

#### 4.2.1.70 t\_edit\_code

```
#define t_edit_code 38
```

#### 4.2.1.71 t\_edit\_rate

```
#define t_edit_rate 39
```

#### 4.2.1.72 total\_amount\_nrs

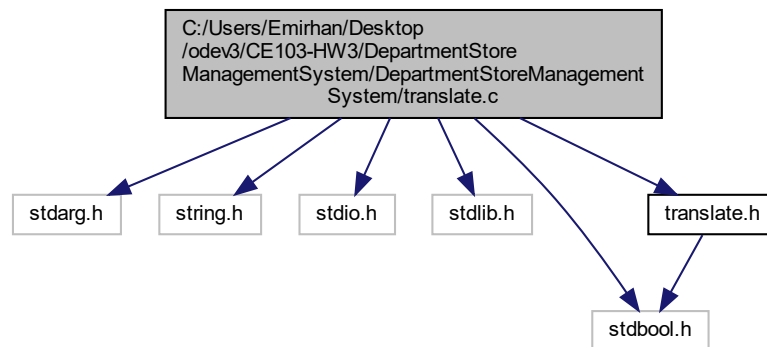
```
#define total_amount_nrs 18
```

#### 4.2.1.73 try\_again

```
#define try_again 47
```

### 4.3 C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem/translate.c File Reference

```
#include <stdarg.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include "translate.h"
Include dependency graph for translate.c:
```



## Macros

- `#define _CRT_SECURE_NO_WARNINGS`

## Functions

- `int getld (char *line)`
- `char * getldString (char *line)`
- `void setTranslateLang (char *str, bool save)`
- `void fixFile (FILE *fptr, bool close)`
- `void getTranslateLang (char *lang)`
- `void printTranslateLang (int id)`

## Variables

- int [app\\_language](#) = [APP\\_LANG\\_EN](#)

## 4.3.1 Macro Definition Documentation

### 4.3.1.1 `_CRT_SECURE_NO_WARNINGS`

```
#define _CRT_SECURE_NO_WARNINGS
```

## 4.3.2 Function Documentation

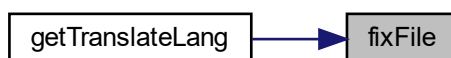
### 4.3.2.1 `fixFile()`

```
void fixFile (  
    FILE * fptr,  
    bool close )
```

References [ENGLISH\\_L](#), and [LANG\\_CONF\\_FILE](#).

Referenced by [getTranslateLang\(\)](#).

Here is the caller graph for this function:

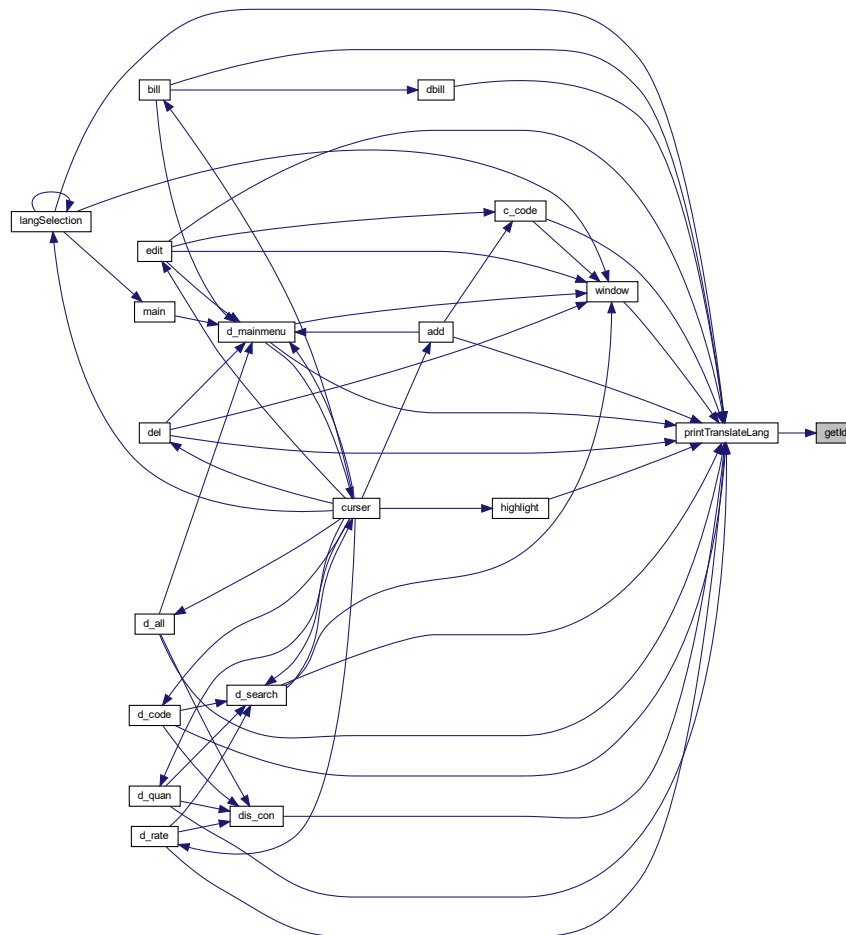


#### 4.3.2.2 getId()

```
int getId (
    char * line )
```

Referenced by [printTranslateLang\(\)](#).

Here is the caller graph for this function:



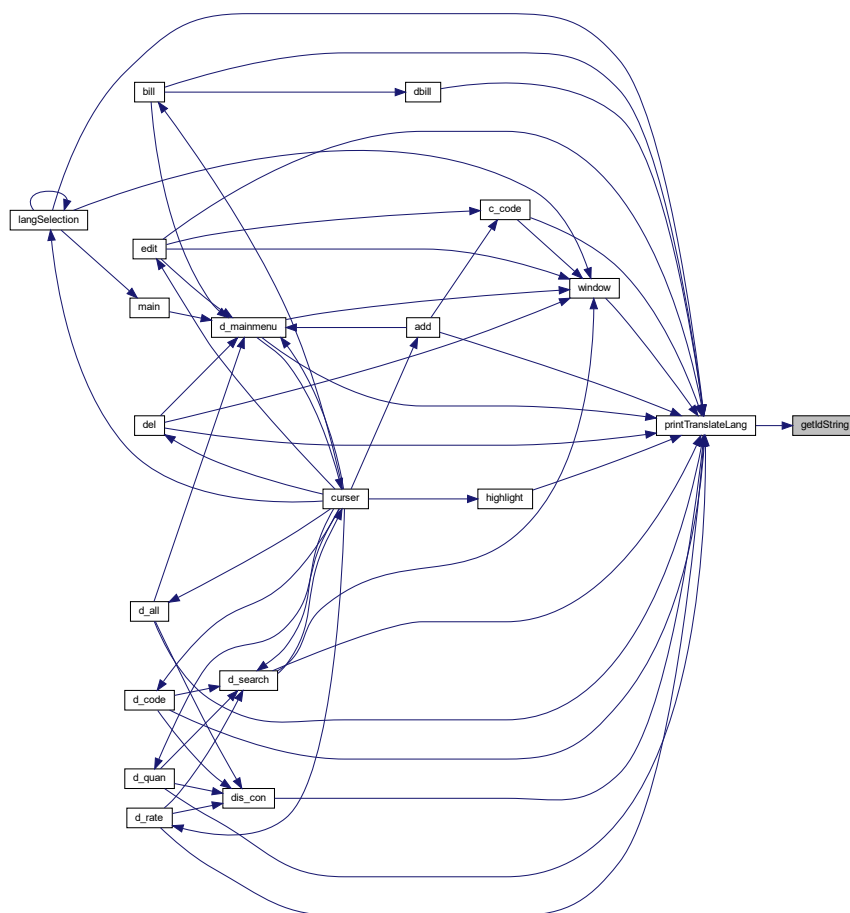
#### 4.3.2.3 getIdString()

```
char * getIdString (
    char * line )
```

Referenced by [printTranslateLang\(\)](#).



Here is the caller graph for this function:

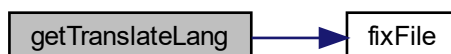


#### 4.3.2.4 getTranslateLang()

```
void getTranslateLang (
    char * lang )
```

References [ENGLISH\\_L](#), [fixFile\(\)](#), and [LANG\\_CONF\\_FILE](#).

Here is the call graph for this function:



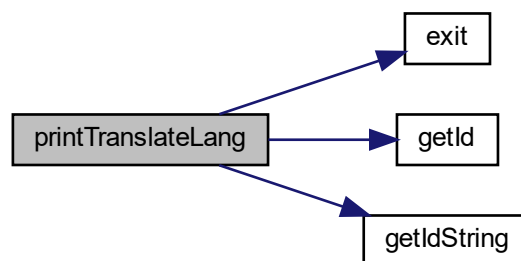
#### 4.3.2.5 printTranslateLang()

```
void printTranslateLang (  
    int id )
```

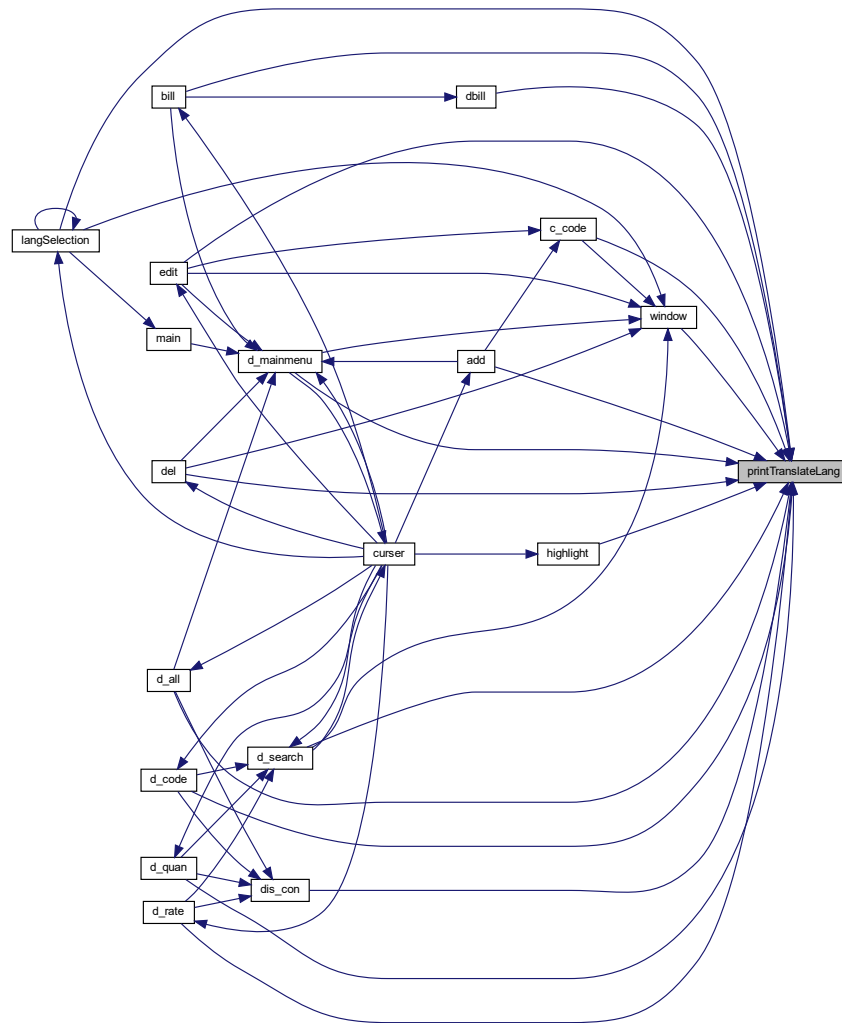
References [APP\\_LANG\\_EN](#), [APP\\_LANG\\_TR](#), [app\\_language](#), [EN\\_LANG\\_FILE](#), [exit\(\)](#), [getId\(\)](#), [getIdString\(\)](#), and [TR\\_LANG\\_FILE](#).

Referenced by [add\(\)](#), [bill\(\)](#), [c\\_code\(\)](#), [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_mainmenu\(\)](#), [d\\_quan\(\)](#), [d\\_rate\(\)](#), [d\\_search\(\)](#), [dbill\(\)](#), [del\(\)](#), [dis\\_con\(\)](#), [edit\(\)](#), [highlight\(\)](#), [langSelection\(\)](#), and [window\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



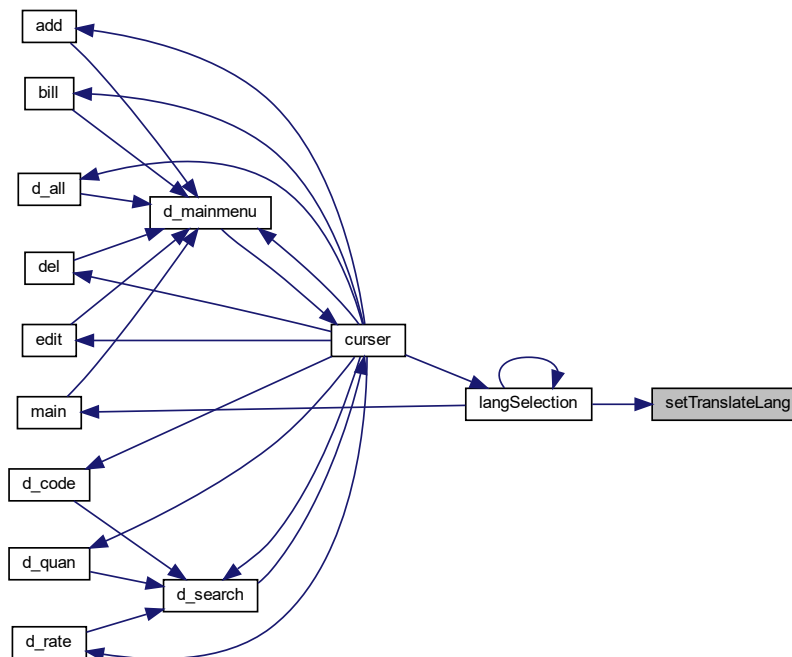
#### 4.3.2.6 setTranslateLang()

```
void setTranslateLang (
    char * str,
    bool save )
```

References [APP\\_LANG\\_EN](#), [APP\\_LANG\\_TR](#), [app\\_language](#), [ENGLISH\\_L](#), [LANG\\_CONF\\_FILE](#), and [TURKISH\\_L](#).

Referenced by [langSelection\(\)](#).

Here is the caller graph for this function:



### 4.3.3 Variable Documentation

#### 4.3.3.1 app\_language

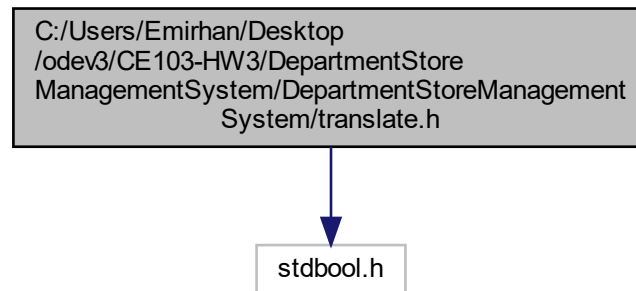
```
int app_language = APP_LANG_EN
```

Referenced by [printTranslateLang\(\)](#), and [setTranslateLang\(\)](#).

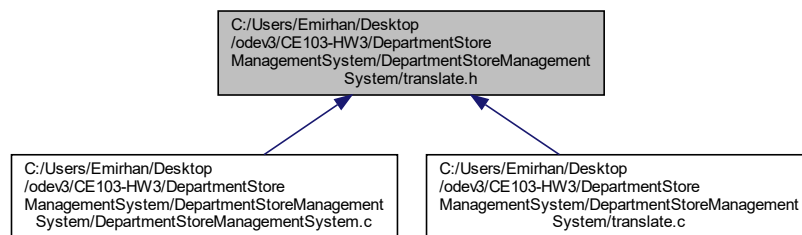
## 4.4 C:/Users/Emirhan/Desktop/odev3/CE103-HW3/DepartmentStoreManagementSystem/DepartmentStoreManagementSystem/translate.h File Reference

```
#include <stdbool.h>
```

Include dependency graph for translate.h:



This graph shows which files directly or indirectly include this file:



## Macros

- `#define ENGLISH_L "en"`
- `#define TURKISH_L "tr"`
- `#define EN_LANG_FILE "en.dat"`
- `#define TR_LANG_FILE "tr.dat"`
- `#define LANG_CONF_FILE "lang.conf"`
- `#define APP_LANG_EN 0`
- `#define APP_LANG_TR 1`

## Functions

- void `setTranslateLang` (char \*str, bool save)
- void `getTranslateLang` (char \*lang)
- void `printTranslateLang` (int id)

## Variables

- int `app_language`

## 4.4.1 Macro Definition Documentation

### 4.4.1.1 APP\_LANG\_EN

```
#define APP_LANG_EN 0
```

### 4.4.1.2 APP\_LANG\_TR

```
#define APP_LANG_TR 1
```

### 4.4.1.3 EN\_LANG\_FILE

```
#define EN_LANG_FILE "en.dat"
```

### 4.4.1.4 ENGLISH\_L

```
#define ENGLISH_L "en"
```

### 4.4.1.5 LANG\_CONF\_FILE

```
#define LANG_CONF_FILE "lang.conf"
```

### 4.4.1.6 TR\_LANG\_FILE

```
#define TR_LANG_FILE "tr.dat"
```

### 4.4.1.7 TURKISH\_L

```
#define TURKISH_L "tr"
```

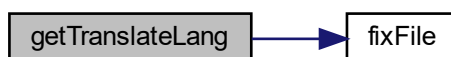
## 4.4.2 Function Documentation

### 4.4.2.1 getTranslateLang()

```
void getTranslateLang (
    char * lang )
```

References [ENGLISH\\_L](#), [fixFile\(\)](#), and [LANG\\_CONF\\_FILE](#).

Here is the call graph for this function:



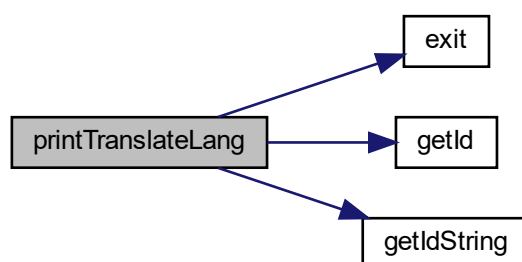
### 4.4.2.2 printTranslateLang()

```
void printTranslateLang (
    int id )
```

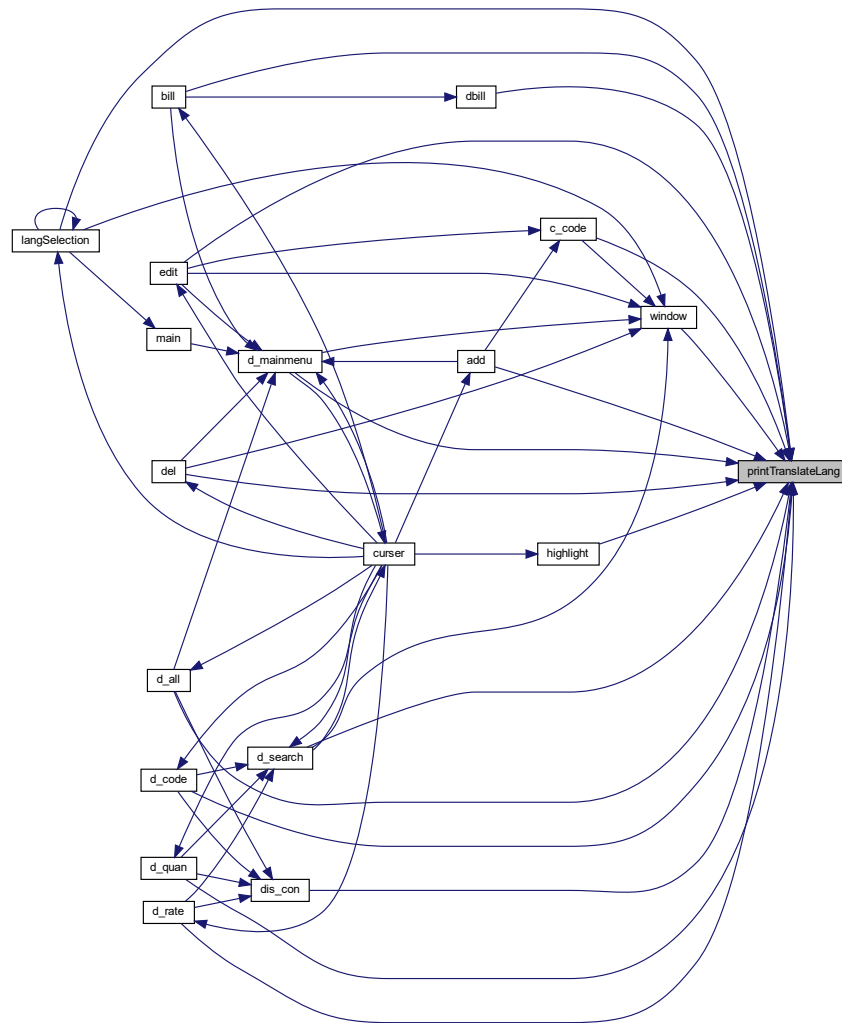
References [APP\\_LANG\\_EN](#), [APP\\_LANG\\_TR](#), [app\\_language](#), [EN\\_LANG\\_FILE](#), [exit\(\)](#), [getId\(\)](#), [getIdString\(\)](#), and [TR\\_LANG\\_FILE](#).

Referenced by [add\(\)](#), [bill\(\)](#), [c\\_code\(\)](#), [d\\_all\(\)](#), [d\\_code\(\)](#), [d\\_mainmenu\(\)](#), [d\\_quan\(\)](#), [d\\_rate\(\)](#), [d\\_search\(\)](#), [dbill\(\)](#), [del\(\)](#), [dis\\_con\(\)](#), [edit\(\)](#), [highlight\(\)](#), [langSelection\(\)](#), and [window\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.4.2.3 setTranslateLang()

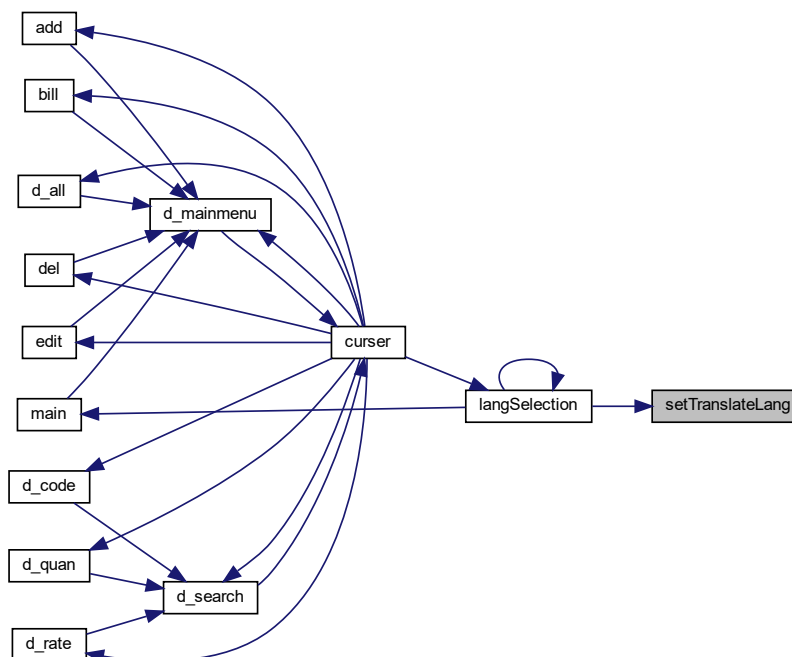
```
void setTranslateLang (
    char * str,
    bool save )
```

References [APP\\_LANG\\_EN](#), [APP\\_LANG\\_TR](#), [app\\_language](#), [ENGLISH\\_L](#), [LANG\\_CONF\\_FILE](#), and [TURKISH\\_L](#).

Referenced by [langSelection\(\)](#).



Here is the caller graph for this function:



### 4.4.3 Variable Documentation

#### 4.4.3.1 app\_language

```
int app_language [extern]
```

Referenced by [printTranslateLang\(\)](#), and [setTranslateLang\(\)](#).



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