**Programming Assignment 2**

You’ve been asked to write a small menu driven inventory management system for a small convenient store. Your application shall maintain the following information regarding an item.

Item ID – unsigned long

Item name – string

Item cost – float

Quantity - int

Following are the list of administrative functionalities your application shall support:

1. Add new item to the inventory. This function will be used to add a single new item into the inventory management system.
2. Print all item information in the store - This function will be used to display all items in the inventory. When this option is selected system shall print Item ID, Item name, Item cost and quantity.
3. Find item by ID – This function will be used to search item using an ID. If item exist print item information. If not display an error indicating item not found.
4. Find item by name – This function will be used to search item using name. If item exist print item information. If not display an error indicating item not found.

Write a menu driven application in **C++.**  Here is a sample menu.

Inventory Management System Menu

1. Add new item
2. Print item list
3. Find item by ID
4. Find item by name
5. Quit

Select: \_

**Note:**

* Menu should be repeatedly prompted to the user until the Quit option is selected.
* Use the class construct to define an item. Keep the item properties as private member of the class and expose public accessor methods.
* Submit the source file (.cpp).