

This programming project is due on **Wednesday, November 15, 2023**.

Reminder: Do your own work on this project. Do not obtain any code from another student, or from the Internet. Do not show your code to anyone except the instructor, or an official BHCC Tutor. Refer also to the last page of the course *Syllabus*, for details about the BHCC policy regarding academic dishonesty.

Be sure that you read and understand this entire document before you begin writing your code. Pay close attention to the **Project Deliverables** and **Grading Criteria** sections of this document. If you have **questions**, ask the instructor during class or contact the instructor by BHCC e-mail: pmorgan@bhcc.edu.

Table of Contents

Inventory Application Program	1
Requirements for Interactive Commands	2
Data File Format	3
Important Design Requirements	3
Sample Test Data	4
Sample Interactive Session	5
Project Deliverables:	11
Grading Criteria	11

Inventory Application Program

This project involves designing and creating a C++ program that will utilize the **InventoryItem** class, which is described in Section 13.10 (pages 803-807) and Section 13.12 (pages 809-812) of the Gaddis textbook. (The **InventoryItem.h** source code for this class is provided on *Moodle*.) Your program must not modify the class specification for the **InventoryItem** class.

The program **must** be organized as a “Command Loop” program. (Refer to the **Ch06_sample_code_CommandLoop...** resource in the **Sample Code** section of *Moodle*.)

The program **must** implement the following interactive commands:

- a Add parts: increase the **units** value for an *existing* **InventoryItem** object.
- h print **Help** text.
- i **I**nput inventory data from a file.
- n create a New inventory Item.
- o **O**utput inventory data to a file.
- p **P**rint inventory list on the screen.
- q **Q**uit (end the program).
- r **R**emove parts: reduce the **units** value for an *existing* **InventoryItem** object.

(Refer to the **Requirements for Interactive Commands** section of this document for more details.)

The program must create an array of 100 **InventoryItem** objects (or a *vector* of **InventoryItem** objects).

Requirements for Interactive Commands

Each one of these commands **must** be implemented as a separate function: the main function must accept the command input from the user and call the appropriate function.

Command	Requirement
a	Add Parts: <ol style="list-style-type: none"> Output a prompt, asking the user to specify the desired <i>item number</i>. <ul style="list-style-type: none"> If the user specifies an <i>item number</i> that is not in use (no item present in the data), output an error message. Output a prompt, asking the user to specify <i>how many</i> units to add. <ul style="list-style-type: none"> If the input specified by the user is negative, or if the input specified by the user <i>would</i> modify the quantity to a value that it is larger than the stated maximum (30 units), output an error message. If there were no errors, modify the InventoryItem object as requested.
h	Print Help Text: Output a brief summary of the user commands.
i	Input Inventory Data from File: <ol style="list-style-type: none"> Output a prompt, asking the user to specify the name of the input file. Read the data from the file into the InventoryItem array (or vector). Refer to the Data File Format section of this document. (You must use the splitLineToArray function that we discussed in class and is available on <i>Moodle</i>: the splitLineToArray function is <u>part</u> of the sample program in the Ch10_sample_code_SplitLineToArray_demo... resource in the Sample Code section of <i>Moodle</i>.)
n	Create a New Inventory Item: <ol style="list-style-type: none"> Input (from the keyboard) values for the description, unit cost and initial quantity (units) for a new InventoryItem. Be sure to use suitable prompts, so the user knows what input is expected.
o	Output Inventory Data to File: <ol style="list-style-type: none"> Output a prompt, asking the user to specify the name of the output file. Write the data from the InventoryItem array (or vector) to the output file, following the required file format.
p	Print Inventory Data to Screen: Output the contents of the InventoryItem array (or vector) to the screen. (Refer to the Sample Output section of this document for formatting examples.)
q	Quit (exit) the Program
r	Remove Parts from Existing Inventory Item: <ol style="list-style-type: none"> Output a prompt, asking the user to specify the desired <i>item number</i>. <ul style="list-style-type: none"> If the user specifies an <i>item number</i> that is not in use (no item present in the data), output an error message. Output a prompt, asking the user to specify <i>how many</i> units to remove. If the input specified by the user is <i>negative</i>, or if the input specified by the user is <i>greater than</i> the units variable of the InventoryItem object, output an error message. If there were no errors, modify the InventoryItem object as requested.

Data File Format

The “input” / “output” commands read / write data that is in a “pipe-delimited” text file.

The format of each line of text, in the data file, is described below:

File Format
<i>inventory item number</i> <i>description</i> <i>cost</i> <i>units</i>

Explanation of Data Fields	
Field name	Explanation
<i>inventory item number</i>	For the <i>output</i> file, this number is the same as the array (or vector) index. For the <i>input</i> file, the contents of this field must be ignored , because the input data will be appended to the end of the “populated” portion of the InventoryItem array (or vector).
<i>description</i>	Description of the inventory item
<i>cost</i>	Cost per unit for the inventory item
<i>units</i>	Number of units present for the inventory item (must be greater than or equal to zero and less than or equal to 30).

When reading the data file, your program needs to read one line of text from the file at a time, break each line of text into separate fields (by calling the **splitLineToArray** function), and convert the text from each field to the correct data type.

- Remember that the code to process the **input file** must **ignore** the first field of each line. There is no class variable in the **InventoryItem** class for *inventory item number*, and your program must not modify the **InventoryItem** class specification.
- DO NOT** create an `inventoryItemNumber` member variable in the **InventoryItem** class.
- Copy the **splitLineToArray** function that we discussed in class and is available on *Moodle*. The **Sample Code** section of *Moodle* includes the **Ch10_sample_code_SplitLineToArray_demo....** resource. The **splitLineToArray** function is part of that sample program. (**DO NOT** blindly copy the entire program.)

Important Design Requirements

- When processing an **input** data file, be sure to remember that the first field of each line of data in the input file must be ignored.
- The **output** file format must be the same as the **input** file format. That is, any file that your program creates with the “o” command must be readable by the “i” command of your program.
- The **units** member variable of any **InventoryItem** object must *never* be negative and also must *never* be greater than the value of 30.

Sample Test Data

Four sample input files are provided: **electrical.txt**, **fasteners.txt**, **miscellaneous.txt** and **plumbing.txt**. The data files that your program creates must obey the same file format as these sample files. The program must work correctly with these files, as well as general files of similar format.

electrical.txt
0 Cable 5.00 18
1 Extension Cord (14/3, 25 ft) 27.95 6
2 Light switch (15 amp) 2.79 10
3 Ceiling Fan (52 inch) 79.95 3
4 Vinyl Electrical Tape (20 ft roll) 0.79 30
5 GFI Tester 9.35 5

fasteners.txt
0 Turnbuckle 3.80 25
1 Siding nails (box of 100) 4.00 20
2 Flat washer (box of 100) 2.80 30
3 Machine screw (box of 100) 3.20 10
4 Hex bolt (box of 100) 6.50 23
5 Hex nut (box of 100) 3.80 15
6 Sheet Metal Screw (qty 100) 1.50 28

miscellaneous.txt
0 Door Hinges (3-pack) 6.30 10
1 Rubber work boots (1 pair) 28.00 5
2 Leather Work Gloves (1 pair) 12.00 8
3 Long Handle Grass Shear 30.00 5

plumbing.txt
0 Pump 39.00 20
1 Gasket 1.50 29
2 Water Level Gauge 12.99 30
3 Faucet Repair Kit 4.89 8
4 Teflon Thread Seal Tape (50 ft roll) 3.30 12
5 shutoff valve 6.50 10

(Continued on the next page)

Sample Interactive Session

In the sample data on the next several pages, text that the user types is shown in **bold**. In actuality, what the user types would have the same text format as the rest of the output.

Sample Interactive Session			
Command: h			
Supported commands:			
a	Add parts.		
h	print Help text.		
i	Input inventory data from a file.		
n	New inventory Item.		
o	Output inventory data to a file.		
p	Print inventory list.		
q	quit (end the program).		
r	Remove parts.		
Command: i			
Enter name of input file: plumbing.txt			
6 records loaded to array.			
Command: p			
Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6 records.			
Command: i			
Enter name of input file: electrical.txt			
6 records loaded to array.			
Command: p			
Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	6
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	3
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12 records.			

Sample Interactive SessionCommand: **a**Choose a Item Number: **7**How many parts to add? **5**Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	3
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5

12 records.

Command: **r**Choose a Item Number: **9**How many parts to remove? **5**

Error: You are attempting to remove more parts than the Item currently holds.

Command: **r**Choose a Item Number: **9**How many parts to remove? **3**Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5

12 records.

Sample Interactive Session

Command: **o**

Enter name of output file: **testData01.txt**

12 records written to file.

Command: **i**

Enter name of input file: **testData01.txt**

12 records loaded to array.

Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12	Pump	39.00	20
13	Gasket	1.50	29
14	Water Level Guage	12.99	30
15	Faucet Repair Kit	4.89	8
16	Teflon Thread Seal Tape (50 ft roll)	3.30	12
17	shutoff valve	6.50	10
18	Cable	5.00	18
19	Extension Cord (14/3, 25 ft)	27.95	11
20	Light switch (15 amp)	2.79	10
21	Ceiling Fan (52 inch)	79.95	0
22	Vinyl Electrical Tape (20 ft roll)	0.79	30
23	GFI Tester	9.35	5

24 records.

Command: **n**

Enter description for new Item: **Broom**

Enter unit cost for new Item: **9.99**

Enter initial quantity for the new Item: **12**

Announcing a new inventory Item: Broom

We now have 25 different inventory Items in stock!

Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8

Sample Interactive Session

4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12	Pump	39.00	20
13	Gasket	1.50	29
14	Water Level Guage	12.99	30
15	Faucet Repair Kit	4.89	8
16	Teflon Thread Seal Tape (50 ft roll)	3.30	12
17	shutoff valve	6.50	10
18	Cable	5.00	18
19	Extension Cord (14/3, 25 ft)	27.95	11
20	Light switch (15 amp)	2.79	10
21	Ceiling Fan (52 inch)	79.95	0
22	Vinyl Electrical Tape (20 ft roll)	0.79	30
23	GFI Tester	9.35	5
24	Broom	9.99	12

25 records.

Command: **n**

Enter description for new Item: **Dust Pan**

Enter unit cost for new Item: **5.99**

Enter initial quantity for the new Item: **5**

Announcing a new inventory Item: Dust Pan

We now have 26 different inventory Items in stock!

Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12	Pump	39.00	20
13	Gasket	1.50	29
14	Water Level Guage	12.99	30
15	Faucet Repair Kit	4.89	8
16	Teflon Thread Seal Tape (50 ft roll)	3.30	12
17	shutoff valve	6.50	10
18	Cable	5.00	18

Sample Interactive Session

19	Extension Cord (14/3, 25 ft)	27.95	11
20	Light switch (15 amp)	2.79	10
21	Ceiling Fan (52 inch)	79.95	0
22	Vinyl Electrical Tape (20 ft roll)	0.79	30
23	GFI Tester	9.35	5
24	Broom	9.99	12
25	Dust Pan	5.99	5

26 records.

Command: **o**

Enter name of output file: **testData02.txt**

26 records written to file.

Command: **n**

Enter description for new Item: **Gasoline Can**

Enter unit cost for new Item: **8.99**

Enter initial quantity for the new Item: **34**

ERROR: initial quantity must be >= zero and <= 30.

Enter initial quantity for the new Item: **29**

Announcing a new inventory Item: Gasoline Can

We now have 27 different inventory Items in stock!

Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12	Pump	39.00	20
13	Gasket	1.50	29
14	Water Level Guage	12.99	30
15	Faucet Repair Kit	4.89	8
16	Teflon Thread Seal Tape (50 ft roll)	3.30	12
17	shutoff valve	6.50	10
18	Cable	5.00	18
19	Extension Cord (14/3, 25 ft)	27.95	11
20	Light switch (15 amp)	2.79	10
21	Ceiling Fan (52 inch)	79.95	0
22	Vinyl Electrical Tape (20 ft roll)	0.79	30
23	GFI Tester	9.35	5
24	Broom	9.99	12
25	Dust Pan	5.99	5
26	Gasoline Can	8.99	29

Sample Interactive Session

27 records.

Command: **i**

Enter name of input file: **fasteners.txt**

7 records loaded to array.

Command: **i**

Enter name of input file: **miscellaneous.txt**

4 records loaded to array.

Command: **p**

Item Num	Description	Cost	Quantity
0	Pump	39.00	20
1	Gasket	1.50	29
2	Water Level Guage	12.99	30
3	Faucet Repair Kit	4.89	8
4	Teflon Thread Seal Tape (50 ft roll)	3.30	12
5	shutoff valve	6.50	10
6	Cable	5.00	18
7	Extension Cord (14/3, 25 ft)	27.95	11
8	Light switch (15 amp)	2.79	10
9	Ceiling Fan (52 inch)	79.95	0
10	Vinyl Electrical Tape (20 ft roll)	0.79	30
11	GFI Tester	9.35	5
12	Pump	39.00	20
13	Gasket	1.50	29
14	Water Level Guage	12.99	30
15	Faucet Repair Kit	4.89	8
16	Teflon Thread Seal Tape (50 ft roll)	3.30	12
17	shutoff valve	6.50	10
18	Cable	5.00	18
19	Extension Cord (14/3, 25 ft)	27.95	11
20	Light switch (15 amp)	2.79	10
21	Ceiling Fan (52 inch)	79.95	0
22	Vinyl Electrical Tape (20 ft roll)	0.79	30
23	GFI Tester	9.35	5
24	Broom	9.99	12
25	Dust Pan	5.99	5
26	Gasoline Can	8.99	29
27	Turnbuckle	3.80	25
28	Siding nails (box of 100)	4.00	20
29	Flat washer (box of 100)	2.80	30
30	Machine screw (box of 100)	3.20	10
31	Hex bolt (box of 100)	6.50	23
32	Hex nut (box of 100)	3.80	15
33	Sheet Metal Screw (qty 100)	1.50	28
34	Door Hinges (3-pack)	6.30	10
35	Rubber work boots (1 pair)	28.00	5
36	Leather Work Gloves (1 pair)	12.00	8
37	Long Handle Grass Shear	30.00	5

38 records.

Sample Interactive Session

```

Command: o
Enter name of output file: testData03.txt
38 records written to file.
Command: q
Exit.

```

Project Deliverables:

The project source file(s) must be submitted to *Moodle*, using the *Moodle* Activity:
CSC237_Project2

Submit your **.cpp** file(s) and any **.h** file(s) that you create. I will need to compile your code on my home computer in order to grade it. If you are submitting more than one file (**.cpp** and/or **.h**), do **not** enclose the files in a ZIP file. *Moodle* will allow you to submit multiple source files.

For example:

Do **not** submit the entire *Visual Studio* project.

Do **not** include the project folders, or any binary files.

Grading Criteria

The project will be graded according to the following grading criteria:

Feature	Portion of grade
1. The program functions correctly.	60%
2. In the main function of the program, there is a loop that contains code to support the following input commands: <div style="margin-left: 40px;"> a Add parts. h print Help text. i Input inventory data from a file. n New inventory Item. o Output inventory data to a file. p Print inventory list. q quit (end the program). r Remove parts. </div> The code for <i>each</i> command is a call to a function that does the actual work of that command.	3%
3. The “command loop” in the main function must continue until the user enters a ‘q’ command.	2%
4. Each command must call a separate function. That is, the “ main ” function must not be excessively long. Do NOT put an excessive amount of code in the main function or any other function. The main function must be primarily a loop that inputs each user command and <i>calls other functions</i> to implement those commands.	10%

Feature	Portion of grade
5. The program is clearly organized and commented so that it is easy to read and understand. At a <u>minimum</u> , there must be a comment at the beginning of each function that explains what that function does. Use your judgement regarding any additional comments that may be needed to make the program easy to understand, without over-commenting the program. (As you get more experience, your judgement about this will improve.)	10%
6. Use good variable names and function names: <ul style="list-style-type: none">• A variable name or function name must indicate something about what that variable or function does in the program.• Variable names and function names must be not too short and not too long.	5%
7. Place a brief summary of the program in comments at the beginning of each source file that you create. Also be sure these comments have your name and the due-date for the project.	5%
8. Cleanup any unused portions of code, such as “failed attempts” that you later replaced.	3%
9. Cleanup any irrelevant comments	2%
Total:	100%

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