

Store Items Project

OVERVIEW & PURPOSE

A **Store Item** can be a book or a Magazine. A Book has a number of pages while a Magazine is published by a publisher-agent. Use inheritance to define and develop the suitable classes to represent different store items. Put all the common attributes and methods in the super class StoreItem.

This projects include three classes :

- 1- Base class (Store Item)
- 2- Book class inherit base class
- 3- Magazine class inherit base class

Project functionalities :

- 1- Add an item that could be a book or a Magazine
- 2- List The most expensive books can be more than one book
- 3- The user will enter two values: from price and To-price. The program will retrieve the books in the given range and display them on the GUI.
- 4- Given the date the app will display all the Magazines in that date
- 5- Given the publisher the app will display all the Magazines published by that publisher
- 6- The program displays all the list of items (books and Magazines) with all their information
- 7- Deleting an item (book or magazine) must be as follows:
 - 1-The user will decide to delete a book or a Magazine
 - 2-The program prompts the user to enter the title of the item.
 - 3- If the book/Magazine exists, it will be deleted, otherwise, display an error msg.

Note : Due to the sown of shoes website and the time, I did implement the project functionality without GUI, and User inputs will be taken from the terminal as will be shown below with screenshots.

How to run ?

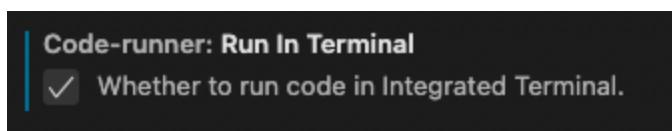
To be able to take user inputs using visual studio code, you need to make the output to be in the terminal.

To do this, please follow these steps:

1 - open setting in vs code

2 - search for “run in terminal”

3 - enable this option :

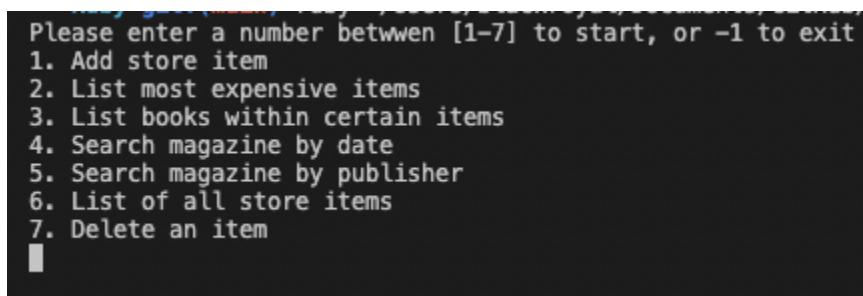


That's it.

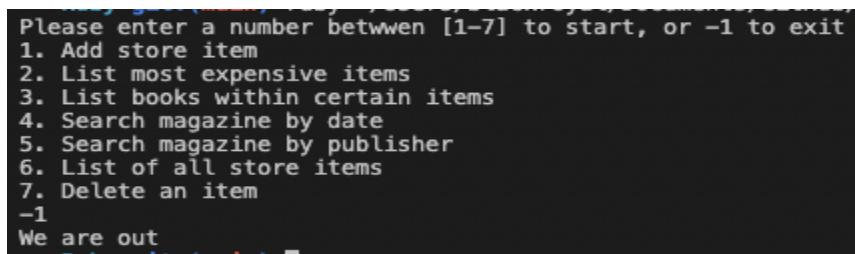
Running the project:

After clicking the run button:

This list will be shown in the terminal



* If user enters -1 in the terminal, the program will exit:



*** If the user enters 1:**

1- A msg will be appears to ask the user to enter a number again :

1.Book 2.magazine (to select the type of item to be added for in the store)

2- Then the program will ask the user to enter the title, price, and so on

Here is an example for adding a book and a magazine, at the end a massage will show the added book/magazine.

Book example:

```
1
1.Book or 2.Magazine
1
Enter the title
title1
Enter the price
234
Enter the author name
test
Enter the how many pages
455
Enter the isbn
12456
the new book added is:
#<Book:0x000000012f0455d0 @title="title1", @price="234", @author_name="test", @option_of_pages="455", @isbn="12456">
```

Magazine example:

```
Please enter a number betwwen [1-7] to start again
1
1.Book or 2.Magazine
2
Enter the title
title2
Enter the price
34
Enter the publisher-agent
test2
Enter the date
2-2-2012
the new magazine added is:
#<Magazine:0x000000012f044b58 @title="title2", @price="34", @publisher_agent="test2", @date="2-2-2012">
```

*** if the user enters 2:**

```
2
Most expensive books:
Ruby Cookbook,100.3,Lucas Carlson,400,9780596523695
Ruby programming,90,Jerry Lee,200,1730497513499
Intro to Ruby,80,John Elder,550,1284396855669
```

* if the user enters 3:
Not implemented yet.

* if the user enters 4:

```
Please enter a number between [1-7] to start again
4
Enter the Magazine date in this format '2-12-2014' to filter the result:
20-1-2022
Founded: Software Magazine,13,IEEE,20-1-2022
```

* if the user enters 5:

```
Please enter a number between [1-7] to start again
5
Enter the publisher name
IEEE
Founded: Software Magazine,13,IEEE,20-1-2022
```

* if the user enters 6:

```
Please enter a number between [1-7] to start again
6
Books:
Ruby Cookbook,100,3,Lucas Carlson,400,9780596523695
Ruby programming,90,Jerry Lee,200,1730497513499
Intro to Ruby,80,John Elder,550,1284396855669
Magazine:
Software Magazine,13,IEEE,20-1-2022
Communications of the ACM,80,ACM,14-6-2021
eLearn,50,ACM,12-1-2021
title2, 34, test2, 2-2-2012
```

* if the user enters 7 (has some issues):

```
7
1.Book or 2.Magazine
2
Enter the title to delete it:
eLearn
```

