mobile.h

#pragma once

#include <iostream>

#include <string>

using namespace std;

class Mobile

{

private:

string model;

string company;

int price;

int cam;

string color;

public:

Mobile();

Mobile(string a, string b, int c, int d, string e);

void inputMobile();

void readMobile(string model);

void addMobile();

void editMobile();

void delMobile();

};

implementation.cpp

#include <iostream>

#include <fstream>

#include <string>

#include "mobile.h"

using namespace std;

Mobile::Mobile() : model(""), company(""), price(0), cam(0), color("")

{}

Mobile::Mobile(string a, string b, int c, int d, string e) : model(a), company(b), price(c), cam(d), color(e)

{}

void Mobile::inputMobile()

{

cout << "\nEnter model: ";

getline(cin, model);

cin.ignore();

cout << "\nEnter company: ";

getline(cin, company);

cin.ignore();

cout << "\nEnter price: ";

cin >> price;

cout << "\nEnter cam: ";

cin >> cam;

cin.ignore();

cout << "\nEnter color: ";

getline(cin, color);

}

void Mobile::readMobile(string model)

{

Mobile temp;

ifstream in;

in.open("mobiledata.dat", ios::in);

while (!in.eof())

{

in.read((char\*)&temp, sizeof(Mobile));

if (temp.model == model)

{

\*this = temp;

break;

}

}

}

void Mobile::addMobile()

{

fstream out;

out.open("mobiledata.dat", ios::binary | ios::app);

if (!out)

{

cerr << "\nError opening file.";

}

else

{

Mobile temp;

temp.inputMobile();

out.write((char\*)&temp, sizeof(Mobile));

}

out.close();

}

void Mobile::editMobile()

{

fstream inNOut("mobiledata.dat", ios::in | ios::out);

if (!inNOut)

{

cerr << "\nError opening file.";

}

else

{

Mobile temp;

string mod;

cout << "\nEnter model you want to edit: ";

getline(cin, mod);

while (inNOut.read((char\*)&temp, sizeof(Mobile)))

{

if (temp.model == mod)

{

break;

}

}

cout << "\nEnter new values: ";

temp.inputMobile();

inNOut.seekp((int)inNOut.tellg() - (int)sizeof(temp));

inNOut.write((char\*)&temp, sizeof(temp));

}

inNOut.close();

}

//void Mobile::delMobile();

main.cpp

#include <iostream>

#include <fstream>

#include <string>

#include "mobile.h"

using namespace std;

int main()

{

Mobile h;

//for (int i = 0; i < 3; ++i)

//{

// h.addMobile();

//}

h.editMobile();

}