VARIABLES: camelCase

FUNCTIONS: use\_snake\_case

CLASSES: UseSuperCase (idk if that’s the name)

I want to create a C++ app that uses OOP principles so that I can practice and also re learn concepts.

Basic requirements:

**Data Structures:**

* Interface Person class
* Employee Class
* Manager Class
* Customer
* Person Class
* Interface item class
* Food class
* Drink class
* Technology class
* Clothing Class
* Warehouse class that contains info on all items, as well as all items
  + Hash table? Key is “itemName” , value is the Item class which contains itemName, itemCount, itemCost
* Store supervisor class which contains a warehouse and a list of people (or a hash table of people)

**Attributes:**

* Person:
  + Name
  + Type (of person) -> use constants
  + Age
* Employee:
  + Inherit person
  + ID
  + Position (cashier, warehouse, manager) -> use constants
  + Years of experience
  + Customer rating (double)
* Manager
  + Inherit employee
* Customer
  + Inherit person
  + Store rating (double, what they rate the store)
  + Number of items in cart
  + Total

**Operations:**

* Person:
* Employee:
* Manager
* Customer

**What is it?**

My first thought was to make a inventory/data management system of a store. This would be useful for having lots of different data points of employees, managers, and customers, but it wont really allow for many operations. For example, a manager could have a operation of createSchedule() and an employee could have checkCustomerOut(), but these operations would not be used in an inventory app

Another option is to have a store application where the app is ran, and the user can enter in a name, depending on that name they will be signed in as an employee, customer or manager. Each one will have their own menu that allows them to do different operations. I’m gonna do this one, I like the idea of this one.