



Assignment Cover Letter (Group Work)

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|----------------------------|------------------------|----------------------------|--|
| Course Code | : COMP6571 | Course Name | : Data Structures and Algorithm |
| Class | : B2AC | Name of Lecturer(s) | : 1. Kartiko Eko |
| Major | : CS | | |
| Title of Assignment | : Shop program | | |
| Type of Assignment | : Final Project | | |
| Submission Pattern | | | |
| Due Date | : 29/06/2019 | Submission Date | : 29/06/2019 |

The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer's instructions.
2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
3. The above information is complete and legible.
4. Compiled pages are firmly stapled.
5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

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Signature of Student:

(Name of Student)

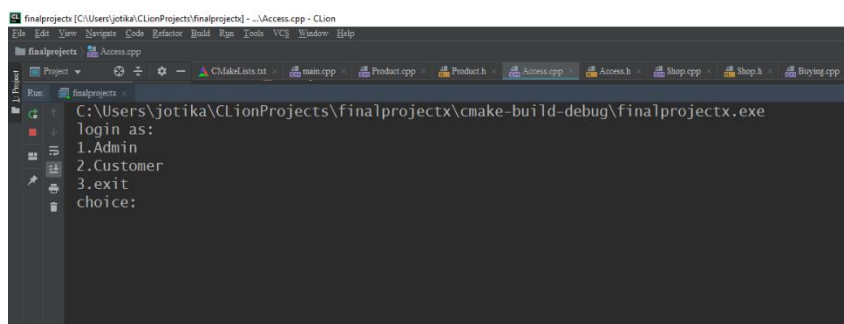
1. Jotika Adhithana
2. Ellery Alex Setiadi

SHOP PROGRAM

The program that we made can make the workflow of the shops or supermarkets easier because it only needs little of manpower. Sometimes the workflow of the supermarket or shops are a bit slow and still uses manual labor.

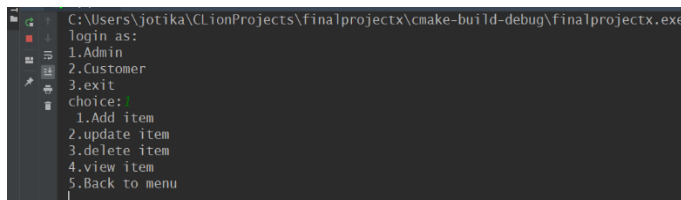
We use vector to solve the problem of slow workflow and making it a better place for the buyer and the seller to work there. The buyer has separate set of menus from the seller where the seller is an admin and the buyer are the customer. We use vectors because it is a dynamic array that can resize itself, it will resize itself when the storage is already full it will resize itself so in theory it has infinite amount of data storage.

How to use the program



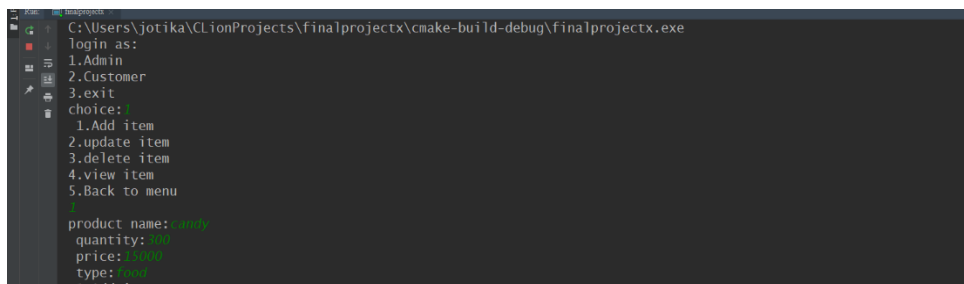
```
C:\Users\jotika\CLionProjects\finalprojectx\cmake-build-debug\finalprojectx.exe
login as:
1.Admin
2.Customer
3.exit
choice:
```

This is the starting menu and it will load file



```
C:\Users\jotika\CLionProjects\finalprojectx\cmake-build-debug\finalprojectx.exe
login as:
1.Admin
2.Customer
3.exit
choice:
1.Add item
2.update item
3.delete item
4.view item
5.Back to menu
```

When you press 2 it moves to the menu for admin.



```
C:\Users\jotika\CLionProjects\finalprojectx\cmake-build-debug\finalprojectx.exe
login as:
1.Admin
2.Customer
3.exit
choice:
1.Add item
2.update item
3.delete item
4.view item
5.Back to menu
product name:
quantity:
price:
type:
```

You will add the input data to the vector

```
name of the product that you want to update:
change name? (Y/N):
change type? (Y/N):
change name to:
change quantity? (Y/N):
change price? (Y/N):
change price to:
up
dated
```

This is the update menu

```
1.Add item
2.update item
3.delete item
4.view item
5.Back to menu

name of the product that you want to delete:

```

This is a confirmation of deletion

```
1.Add item
2.update item
3.delete item
4.view item
5.Back to menu

1.Add item
2.update item
3.delete item
4.view item
5.Back to menu
```

This is the inside of the vector after the data is deleted

```
1.Add item
2.update item
3.delete item
4.view item
5.Back to menu

login as:
1.Admin
2.Customer
3.exit
choice:
```

If you press 5 it will return it to the main menu where it is asked whether you are an admin or a user.

```
login as:
1.Admin
2.Customer
3.exit
choice:
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
```

If you press 2 it will go to the customer menu

```
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop

product name:
how much?
```

When you buy items it will put it in a vector for buyers

```
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
1. candy|amount: 1||Rp.20000
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
```

If you want to view the list of things bought it will print all of the items you want to buy

```
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
>>candy|1|20000|friend
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
```

This is what is left on the list that is accessed by the admin and it is the stock of the shop

```
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
candy|amount: 1|| Rp.20000
total price: Rp.20000
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
```

Now you can display the bill and the total amount of things and the price of what you have bought.

```
1.Buy Item
2.view bought list
3.View Shop
4.bills
5.Exit Shop
login as:
1.Admin
2.Customer
3.exit
choice:
```

You can input exit shop to return to the menu and exit the program. It will save the data program.

```
shopdata.txt - Notepad
File Edit Format View Help
Shop Data
cofee 20 20000 drink
```

The data is saved on the txt file.

GITHUB LINK

<https://github.com/jotika04/DSAfinaI-project>

