Booksellers Software Development Project— Part 3: A Problem-Solving Exercise

1. The Main Menu

Modify the `mainmenu.cpp` program so it lets the user enter a choice from the menu. The choice will be a number in the range of 1 through 4, so it can be stored in either an `int` or `char` variable.

2. The Cashier Module

You are ready to add some of the point-of-sale functionality to the project. Currently, the `cashier.cpp` program displays a simulated sales slip without any sale information. Modify this program so that prior to displaying the simulated sales slip, it asks for the following data:

- The date. Expect the user to enter a date in the form MM/DD/YY. This should be entered as a string and stored in a `string` object variable.
- The quantity of the book being purchased: Store this number in an integer variable.
- The ISBN number of the book being purchased. The ISBN number is a string that contains numbers and hyphens. Use a `string` object variable to store it.
- The title of the book. Store the book title in a `string` object variable.
- The unit price of the book. Store this number in a floating-point variable.

Here is an example of what the screen might look like:

```
Booksellers
  Cashier Module

 Date: 5/24/12
 Quantity of Book: 2
 ISBN: 0-333-90123-8
 Title: History of Scotland
 Price: 19.95
```

Once the data is entered, the program should calculate the merchandise total (multiply quantity by price) and a 6 percent sales tax. The program should then display a simulated sales slip. Here is an example:

```
Book Sellers

Date: 05/24/12

Qty   ISBN            Title                 Price       Total
-------------------------------------------------------------
2     0-333-90123-8   History of Scotland   $ 19.95     $ 39.90


                      Subtotal                          $ 39.90
                      Tax                               $  2.39
                      Total                             $ 42.29

Thank You for Shopping at Booksellers!
```

The dollar amounts should all be displayed in fields of six spaces with two decimal places of precision. They should always be displayed in fixed-point notation and the decimal point should always appear.

3. The Inventory Database Menu

Modify the `invmenu.cpp` program so it lets the user enter a choice from the menu. The choice will be a number in the range 1 through 5, so it can be stored in either an `int` or `char` variable.

4. The Reports Menu

Modify the reports.cpp program so it lets the user enter a choice from the menu. The choice will be a number in the range 1 through 7, so it can be stored in either an `int` or `char` variable.