

Booksellers Software Development Project— Part 2: A Problem-Solving Exercise

Screen Design

For this chapter's assignment, you are to write programs that display the main screens used in the project. The screens have already been designed, so your primary task is to write the C++ code that displays them. For testing purposes you will create a separate program for each screen. (In later chapters you will merge these into one program.) Here is a list of the programs you should have after completing the assignment for this chapter:

```
mainmenu.cpp  
cashier.cpp  
invmenu.cpp  
bookinfo.cpp  
reports.cpp
```

Assignments

1. Create the Main Menu Screen.

Create a program called `mainmenu.cpp`. It should display the following screen:

**Booksellers
Main Menu**

- 1. Cashier Module**
- 2. Inventory Database Module**
- 3. Report Module**
- 4. Exit**

Enter Your Choice:

2. Create the Cashier Screen.

Create a program called `cashier.cpp`. It should display the following screen:

Book Sellers
Date:

Qty	ISBN	Title	Price	Total
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Subtotal
Tax
Total

Thank You for Shopping at Booksellers!

3. Create the Inventory Database Menu Screen.

Create a program called `invmenu.cpp`. It should display the following screen:

**Booksellers
Inventory Database**

1. Look Up a Book
2. Add a Book
3. Edit a Book's Record
4. Delete a Book
5. Return to the Main Menu

Enter Your Choice:

4. Create the Book Information Screen.

Create a program called `bookinfo.cpp`. It should display the following screen:

Booksellers
Book Information

ISBN:
Title:
Author:
Publisher:
Date Added:
Quantity-On-Hand:
Wholesale Cost:
Retail Price:

5. Create the Reports Menu Screen.

Create a program called `reports.cpp`. It should display the following screen:

Booksellers
Reports

1. Inventory Listing
2. Inventory Wholesale Value
3. Inventory Retail Value
4. Listing by Quantity
5. Listing by Cost
6. Listing by Age
7. Return to Main Menu

Enter Your Choice: