defining class product

{

the class contains the following data members

float price

string name

string store

int array codedname

int array codedstore

int ln length of name array

int ls length of store array

int quantity available

the class contains the following data functions

function getdata to get the data from the user and store it in the class

function display\_data to print the data stored in the class

function getname() to access the private data-member name;

function encoder() to convert the strings name and store to an integer array that holds the ascii value of each character in the strings so as to store the correct data in the binary file

int i;

for(i=0 ; store[i]!='\0' ; i++)

codedstore[i]=int(store[i]);

ls=i;

for(i=0 ; name[i]!='\0' ; i++)

codedname[i]=int(name[i]);

ln=i;

function decoder() to convert the integer array that holds the ascii value of each character in the strings to strings so as to display the data to the user

int i;

for(i=0 ; i<ls ; i++)

store[i]=(char)codedstore[i]

for(i=0 ; i<ln ; i++

name[i]=(char)codedname[i];

\\ end of class product

Now we define dunctions to perform operations on the binary file

Function push(int i) to push the value in store no. i-1

Read the data from the user and store it in a object p of class product

We use if conditions to check the store no. and push it I the respective binary file of

the store

ofstream out;

out.open("store[i-1].dat",ios::app|ios::binary);

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

out.close();

Function pop(int i) to delete the particular value form store no. i-1

First we enter the product name to be deleted

We use if conditions to check the store no. and delete it form the respective binary

file of the store if it exists in the store

open file store[i].dat for reading

open file temp.dat for writing

int flag=0;

prod p;\\ to store the data read form the file

while there is data in store[i].dat

{

Read data form it

Compare it with the data to be deletd

If data is found

flag=1;

else

write the data in file temp.dat

if(product was not found )

specified product not found \n"; fd.close(); ft.close();

remove("store1.dat");

rename("temp.dat","store1.dat");

product deleted successfully\n";

a function display(int) which takes I as argument and displays the contents of a store i

ifstream in("store[i].dat", ios::binary);

while(!in.eof())

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

p.decoder();

p.display\_data();

graphic()

in.close()

now we declare 4 functions that take the string to be searched and searching for the product in the respective store

graphic();

ifstream fin("store[].dat", ios::in|ios::binary)

int f=0;

while(!fin.eof())

{

fin.read((char \*)&p, sizeof(p));

p.decoder();

if(!serch.compare(p.getname()))

{

p.display\_data();

graphic();

f=1;

break;

}

}

return f;

fin.close();

}

Now we define the main() function

int main()

Menu

1)Back-end

2)Front-end

3)Exit

4)Enter your choice

case 1:

Back-end

1) Enter new product

2) Delete a product

3) View inventory

Enter your choice:

cin >> n;

graphic()

Store menu

1) store 1

2) store 2

3) store 3

4) store 4

Enter your choice:

case 1:

push the value in store m

case 2:

delete the value from store m

case 3:

show the inventory of store m

case 2

Enter the product to be searched ";

cin>>serch;

searching for the product in all the stores by calling function search\_prod() for all the stores

case 3:

graphic();

"Thank you”

exit the do-while loop

\\ end of main function