| **Inventory Module** |
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| -string filename // input file name for Book object creation<br>-books[ ] // all books and their information read from input file<br>-booksPossible // number of books we allow to be inputed (ex. 100) to prevent overflow |
| +Inventory(string) // constructor<br>+displayTopMenu( ) : int // function to accept user input<br>+displayInternalMenu(int) : void // function to interpret displayTopMenu output<br>+isInStock(string title) : int // checks a Book's stock and returns how many are available<br>+printToFile( ) : void<br>+addBook( ) : void // add book to inventory<br>+addBook(string) : void // adds new book with given title<br>+deleteBook(string title) // deletes book based on inputed title from user<br>+editBook(string title) // allows user to change a book's information with an inputed title<br>+getBookInfo(string title) : void // search for book and if found displays info<br>+sortInventory( ) : void // a function to sort the inventory for easier searching by other functions<br>+viewInventory( ) : void // offers page by page view of current inventory<br>+getBookCount( ) : int // gets current number of created books<br>+findBookIndex(string) : int // finds the position index of a book with given title<br>+getBookByIndex(int) : Book* // offers the book pointer in the inventory with given title<br>+operator>>(ifstream&, Book*) : ifstream& // allows reading from file directly into book<br>+operator<<(ostream&, Book*) : ostream& // allows printing of all Book info easily<br>+clearBuffer( ) : void // clears cin buffer which prevents user input<br>+ ~Inventory( ) // destructor, deletes all dynamic Book objects created by Inventory |