

## Important Rules:

- This project will be a teamwork project, with a team consisting of **4 or 5 members** FROM THE SAME LAB.
- Take attention to handle all exception cases by the user throughout the project.
- **All** team members **MUST understand** everything in the code.
- Code quality is measured according to naming conventions, writing comments, following the dynamic and static nature of program logic.
- You'll submit a file with members ids and with .cpp extension. o [e.g., 20000000\_20000000\_20000000\_20000000\_20000000.cpp].
- **Grades** are **based on** the **discussion**
- Submission date : 29 December, 2023. No late submission will be accepted.

## Project Statement

### Project: Integrated Inventory Management System

#### Description:

Design and implement an Integrated Inventory Management System for a factory that includes spare parts and their associated suppliers. The system should leverage various data structures, including linked lists, stacks, queues, and trees, to efficiently manage and organize inventory information.

#### a) Classes Implementation:

##### 1. SparePart Class:

- Data Members: partName, partNumber, cost, existingParts.
- Member Functions: getdata() to input spare part details, putdata() to display spare part data, modifydata() to modify spare part information.

##### 2. Supplier Class:

- Data Members: supplierName, supplierCode, address, telephone, email.
- Member Functions: getdata() to input supplier details, putdata() to display supplier data, modifydata() to modify supplier information.

### b) Data Structure for Spare Parts and Suppliers:

Develop a structure for each spare part that includes the group of suppliers providing it. Similarly, create a structure for each supplier to express the spare parts they supply. Utilize **linked lists** to establish **connections** between spare parts and suppliers.

### c) Search Function:

Develop a function to **search** for a **specific spare part** or **supplier**. Implement a **search algorithm** that efficiently traverses the data structures, utilizing **binary trees** for **quick lookups and delete**.

### Implementation Considerations:

- Ensure that part numbers and supplier codes are **unique** to prevent repetition (**No Duplicates**).
- Utilize **linked lists** to dynamically **manage** lists of spare parts and suppliers.
- Implement **stacks** for managing user interactions during data input. For example, an interaction can be: "User entered data for Spare Part number 5". The interactions stack can then be used to **print** the interactions history where the last performed interaction is shown first.
- Utilize **queues** for efficiently processing and updating spare part and supplier data. For example, when a new spare part is added followed by a modification these should be **enqueued** in a spare\_part\_processing queue. Processing example "Spare Part 1 data processing in progress." "Spare Part 1 modifying in progress" and similarly for the suppliers.
- Employ **trees** for organizing, **Delete** and **searching** spare parts and suppliers based on unique identifiers. You should create **two trees**, spareparts tree and supplier's tree.
- Mention the time **complexity** for each method you implement just the order of it (e.g.  $O(N)$ )

### d) Main Program:

Write a main() program to **test** the **classes** and the **functions**. The program **for example** should:

- Represent the given data by creating instances of spare parts and suppliers.
- Invite the user to input data for up to 100 spare parts and up to 20 suppliers.
- Print out the data for both spare parts and suppliers.
- let the user select the Structure and the operation that he wants to call

### Bonus:

Implementing a graphical user interface (**GUI**) for this project is **optional/bonus**.