Task: Capstone Project I - Databases

Introduction

Welcome to the Introduction to the First Capstone Project!

In this task, you will be consolidating the knowledge gained so far and applying it to a real-world application! You'll be tasked with a set criteria to meet, and the rest is up to you! It's important to remember that this project can be added to your portfolio so make sure it

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This Project is a way for you to test your programming skills while creating an application that you can add to your portfolio. Being able to understand a programming language or development technology is a key skill. However, being able to apply your knowledge in order to create software to meet the unique specifications that a client may want, is the most desirable skill in the industry. This project allows you to highlight your development skills to a prospective employer!

For this project, you are required to create a program for a bookstore. The program should allow the clerk to enter new books into the database, update book information, delete books from the database and search to find the availability of books in the database.

Remember, any great design must be functional and meet the specifications provided by the user. A software solution that looks good and works but doesn't do what the user wants it to, is like creating a bike with square wheels. Would you want to ride a bike with square wheels? Most definitely not!

Compulsory Task

Follow these steps:

- Create a program that can be used by a bookstore clerk. The program should allow the clerk to:
    - enter new books into the database
    - update book information
    - delete books from the database
    - search the database to find a specific book.

- Create a database called ebookstore and a table called books. The table should have the following structure:

id	Title	Author	Qty
3001	A Tale of Two Cities	Charles Dickens	30
3002	Harry Potter and the Philosopher's Stone	J.K. Rowling	40
3003	The Lion, the Witch and the Wardrobe	C. S. Lewis	25
3004	The Lord of the Rings	J.R.R Tolkien	37
3005	Alice in Wonderland	Lewis Carroll	12

- Populate the table with the above values. You can also add your own values if you wish.

- The program should present the user with the following menu:

```
1. Enter book
2. Update book
3. Delete book
4. Search books
0. Exit
```

The program should perform the function that the user selects. The implementation of these functions are left up to you.

- Feel free to add more functionality and complexity to the program. This is your chance to show off all the programming concepts you have learnt so far!

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