Documentation;

Run;

make sure g++ or clang is installed, use the following to compile the C++ code into a working binary.

g++ main.cpp -o Inventory

Requirements;

Accepts one .txt file named CS210\_Project\_Three\_Input\_File.txt; outputs one store\_name.dat. Store name is taken from the store name string in the GroceryHandle. This can be changed to support multiple stores. File name is stored as inventory name, this can be changed as well for different file names.

Functionality;

Program reads in a txt file and stores it virtually in the inventory, at the same time, it will also create a dat file of this inventory and save it for any new application. When this is application is run again the dat file is read in first and the new inventory is then read in on top of the dat file updating the preexisting inventory.

Search implemented to search for the key in the map file then print the key value.

Inventory will dump the virtual inventory of the product map.

Frequency shows the product printed in order of addition to the inventory, along with the number of times those products where added.

Exit will then close out the program.