# project title- MINI inventory

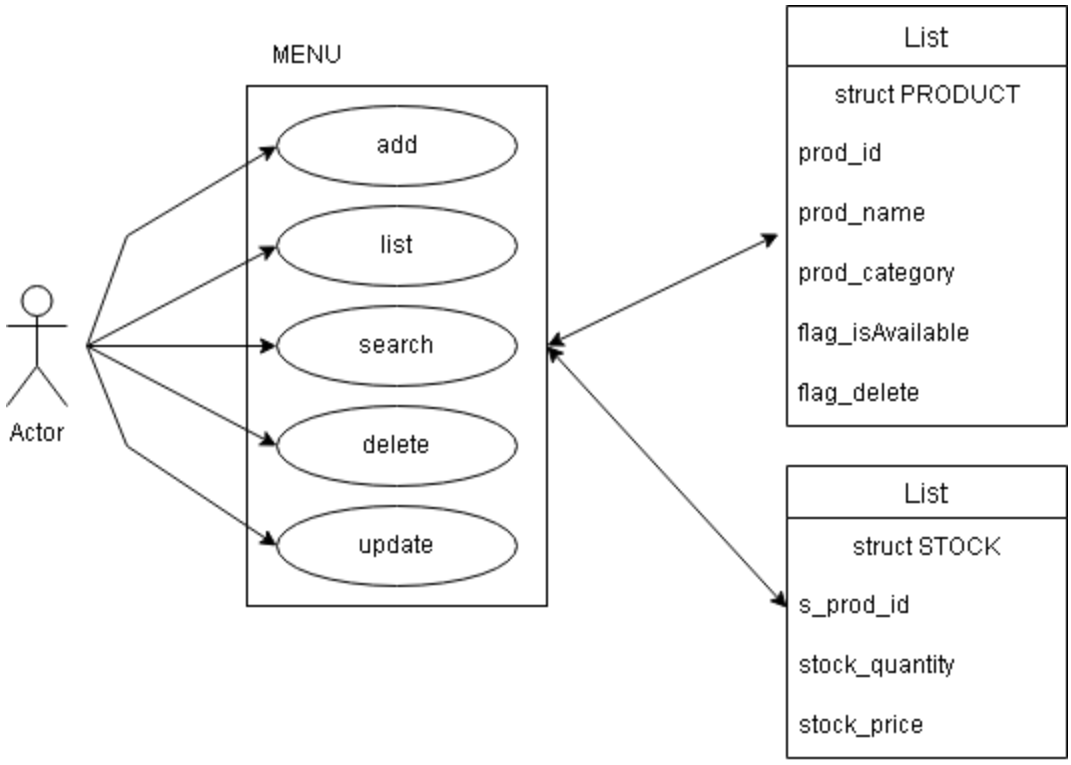
**use case diagram:**

Shows the functionalities planned and the data to be stored in the structures created namely

PRODUCT (for the items in the inventory )

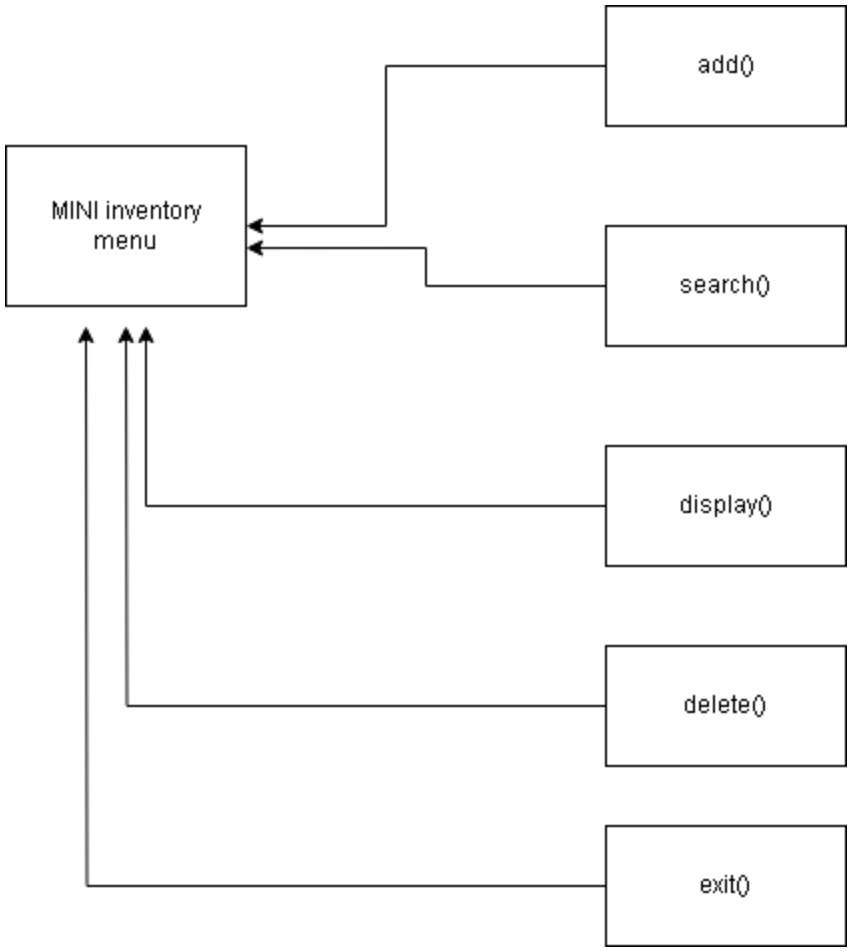
STOCK(for storing the price and quantity of product)

//The functionality is created for only admin user.




**block diagram:**

shows how the menu calls the functionality of our inventory management system.




**Function prototype :**

**PRODUCT :**

int prod_id;
string prodName;
string prodCategory;
bool prodIsAvailable;
bool removeProd;

**STOCK:**

int s_prod_id;
int stockQuantity;
int stockPrice;

# Function protoype:

**void menu();**

to display the menu showing other implemented functionalities

**int add(PROD*, STOCK*)**

adding items to the inventory

**void list(PROD*, STOCK*)**

displaying the inventory

**int update(PROD*, STOCK*,int)**

editing the inventory

**int delete_remove(PROD*)**

removing content in the inventory by changing the flag

**int search(const string&)**

used for searching the product name