**Bookstore Management System - Design Plan**

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**1. Project Overview**

This project is a **command-line interface (CLI) application** for managing bookstore inventory. The system follows **Object-Oriented Programming (OOP)** principles and allows users to **add, view, search, and delete books**, ensuring data persistence.

**2. Architecture & Design**

The project follows a **three-layer architecture**:

1️. **Presentation Layer (CLI Interface)** - Handles user input and output.  
2️. **Business Logic Layer** - Processes and manages book-related operations.  
3️. **Data Storage Layer** - Stores book information in a JSON file for persistence.

**3. Functional Modules**

**✅ Core Features**

* **📥 Add Book** → Add a book with title, author, ISBN, genre, price, and stock.
* **📜 View Books** → Display all books in a formatted list.
* **🔍 Search Book** → Find books using title, author, or ISBN.
* **❌ Remove Book** → Delete books from inventory using ISBN.
* **💾 Save & Load Data** → Store books in a JSON file to maintain records.

**4. File & Folder Structure**