

Inventory Management System of Computer Stock

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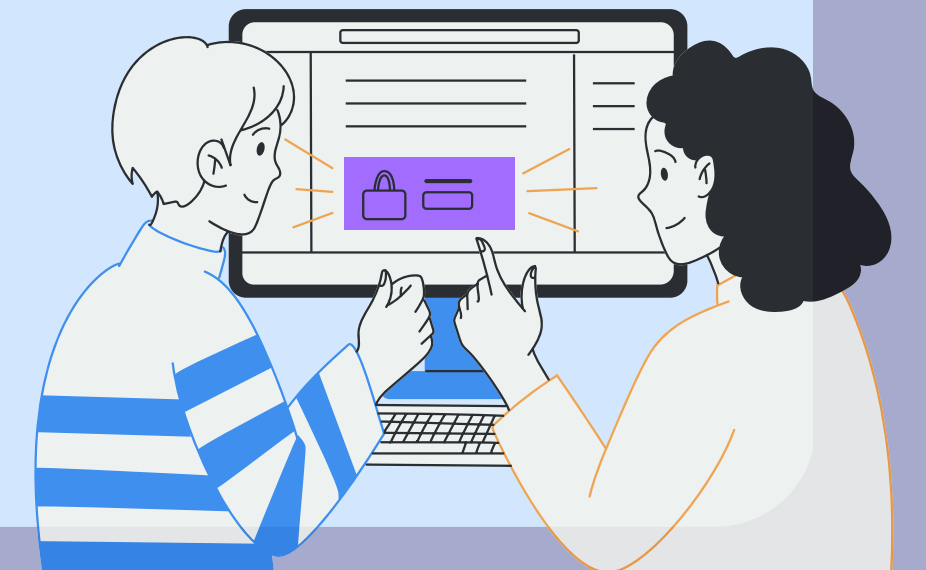


Introduction to Inventory Management

- Inventory management is the practice of efficiently overseeing and controlling a company's inventory of goods, products, or materials.
- It involves monitoring the quantities, product name, and price of inventory items etc to ensure that a business has the right products available at the right time while minimizing carrying costs and preventing overstock or stockouts.
- Effective inventory management is essential for businesses to balance the costs of holding inventory with the need to meet customer demand. It involves a combination of data analysis, forecasting, technology, and process optimization to maintain the right level of inventory and ensure the overall success of the business.

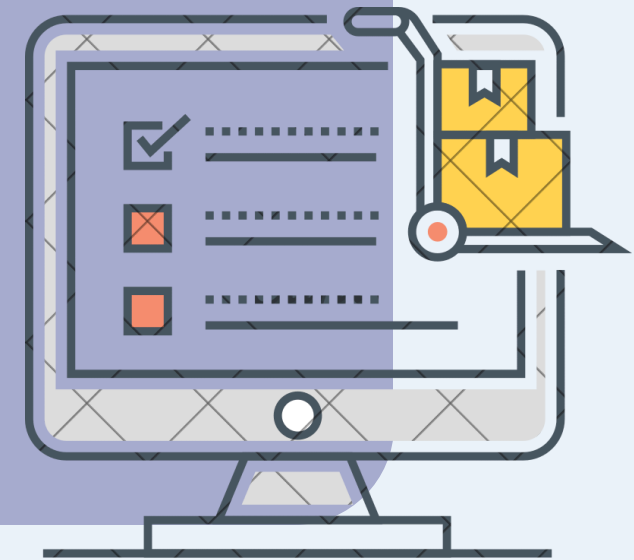
Importance of Inventory Management

- Inventory includes all the items a business uses to produce its goods or services, raw materials, work-in-progress items, and finished products.
- Proper inventory management is crucial for the smooth operation of various business functions, including manufacturing, sales, and customer service.



Inventory Management System of computer stock

- C++ code provides a basic framework for managing an inventory of computer items in a store, allowing users to perform essential inventory operations on the store's inventory, including inserting items, deleting items, searching for items, updating item information, and displaying the entire inventory.
- It serves as a starting point and can be extended and enhanced to meet specific requirements and handle various edge cases.



Overview of code

Header Files and Namespace:

The code includes two standard C++ header files: `<iostream>` for input and output operations and `<string.h>` for string manipulation.

It uses the `using namespace std;` directive to simplify the use of standard C++ objects and functions

Data Structures:

The code defines a struct named `'itemEntry'` to represent an item's information, including its unit price, number of copies, product ID, name, and company.

Class: Store:

- The core functionality of the inventory management system is encapsulated in a class named `Store`.
- Public members of the class:
 - `int numItem`: Stores the number of items in the inventory.
 - `itemEntry database[100]`: An array of `itemEntry` structures to store the inventory data.
- The class includes a constructor `Store()` that initializes `numItem` to 0.

Member Functions of the Store Class:

void insertItem(char itemName[], char company[], int pid, int c, float p): Inserts a new item into the inventory by copying the provided information.

void deleteItem(char itemName[], int pid): Decrements the number of copies of an item by 1.

itemEntry *searchItem(char itemName[], int pid): Searches for an item in the inventory based on its name and product ID and returns a pointer to the item if found.

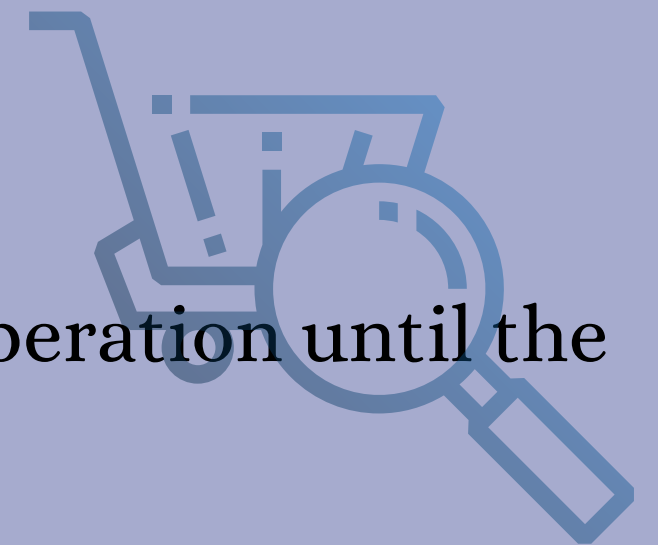
void updateItem(char itemName[], int pid, int total, float price): Updates the number of copies and unit price of an existing item.

void displayInventory(): Displays the entire inventory.

Main Function:

The main function creates an instance of the 'Store' class named 'sto'.

It uses a do-while loop to display a menu to the user and execute the chosen operation until the user chooses to exit.



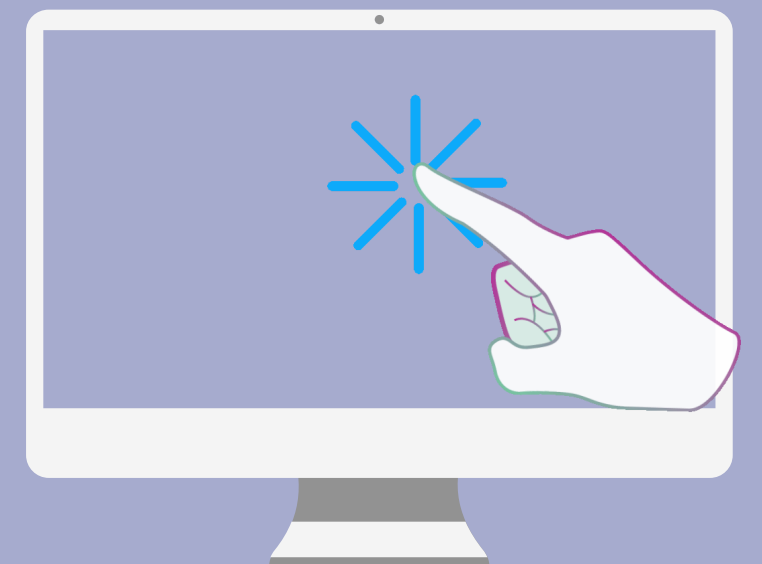
User Input Handling:

The program uses `cin` and `cin.getline()` for user input, allowing the user to enter item names and company names with spaces.

`cin.ignore()` is used to clear any newline characters left in the input buffer.

Output:

The program provides appropriate feedback messages for each operation, indicating whether an operation was successful or if an item was not found.



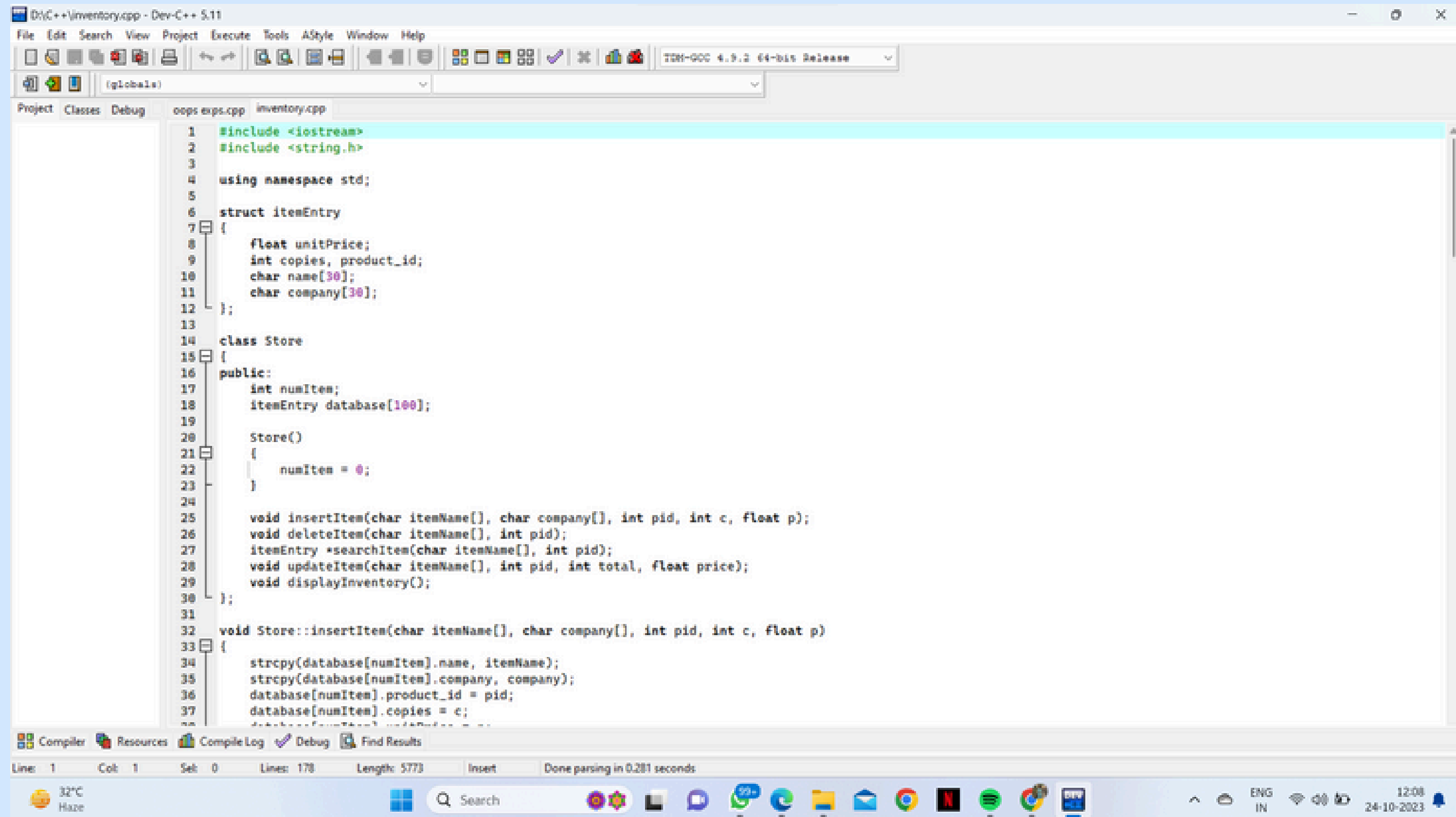
Menu Options:

The menu provides six options:

1. Insert Item
2. Delete Item
3. Search Item
4. Update Item
5. Display Item Inventory
6. Exit

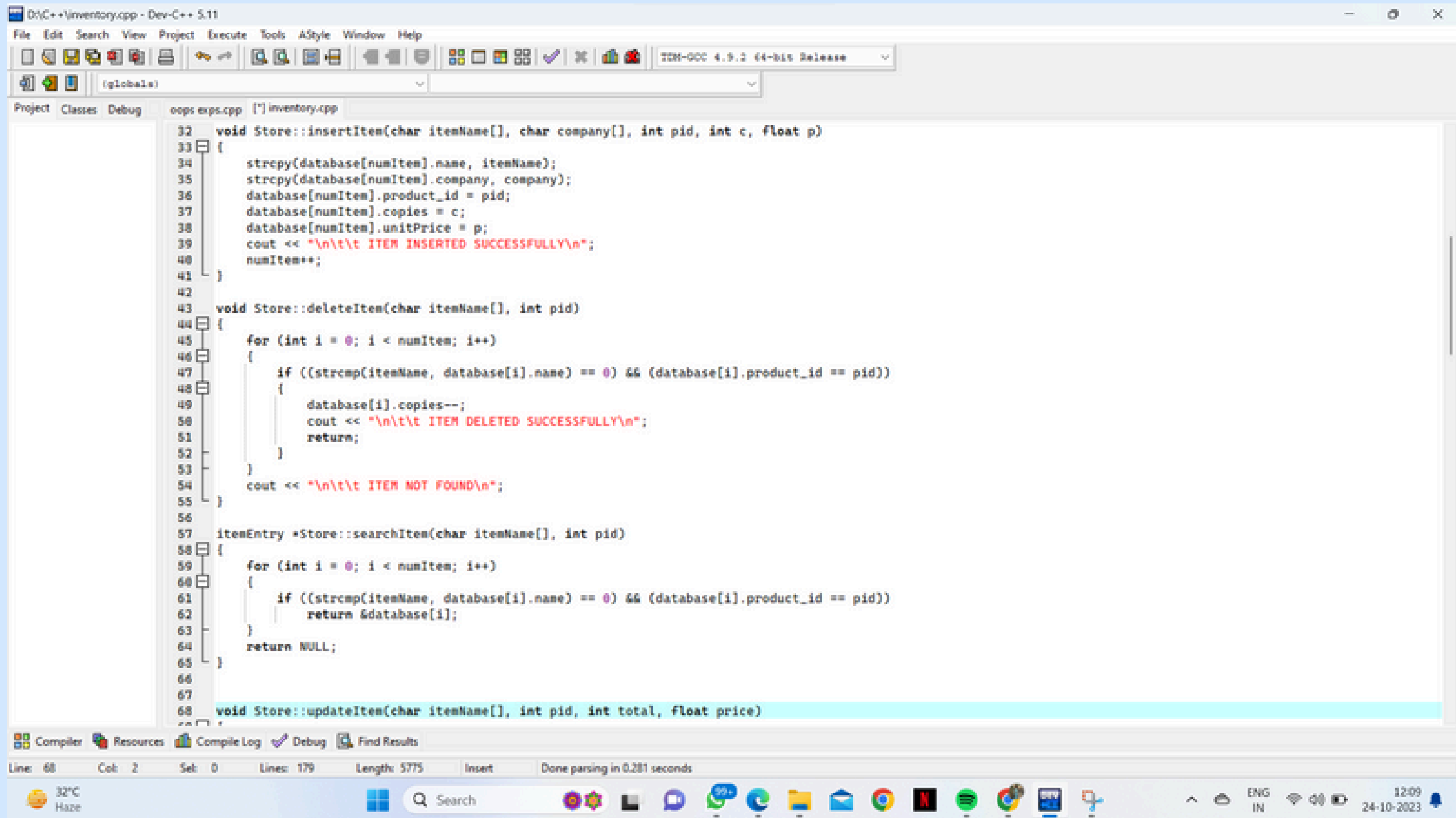


SOURCE CODE:



```
1 #include <iostream>
2 #include <string.h>
3
4 using namespace std;
5
6 struct itemEntry
7 {
8     float unitPrice;
9     int copies, product_id;
10    char name[30];
11    char company[30];
12 };
13
14 class Store
15 {
16 public:
17     int numItens;
18     itemEntry database[100];
19
20     Store()
21     {
22         numItens = 0;
23     }
24
25     void insertItem(char itemName[], char company[], int pid, int c, float p);
26     void deleteItem(char itemName[], int pid);
27     itemEntry *searchItem(char itemName[], int pid);
28     void updateItem(char itemName[], int pid, int total, float price);
29     void displayInventory();
30 };
31
32 void Store::insertItem(char itemName[], char company[], int pid, int c, float p)
33 {
34     strcpy(database[numItens].name, itemName);
35     strcpy(database[numItens].company, company);
36     database[numItens].product_id = pid;
37     database[numItens].copies = c;
```

SOURCE CODE:



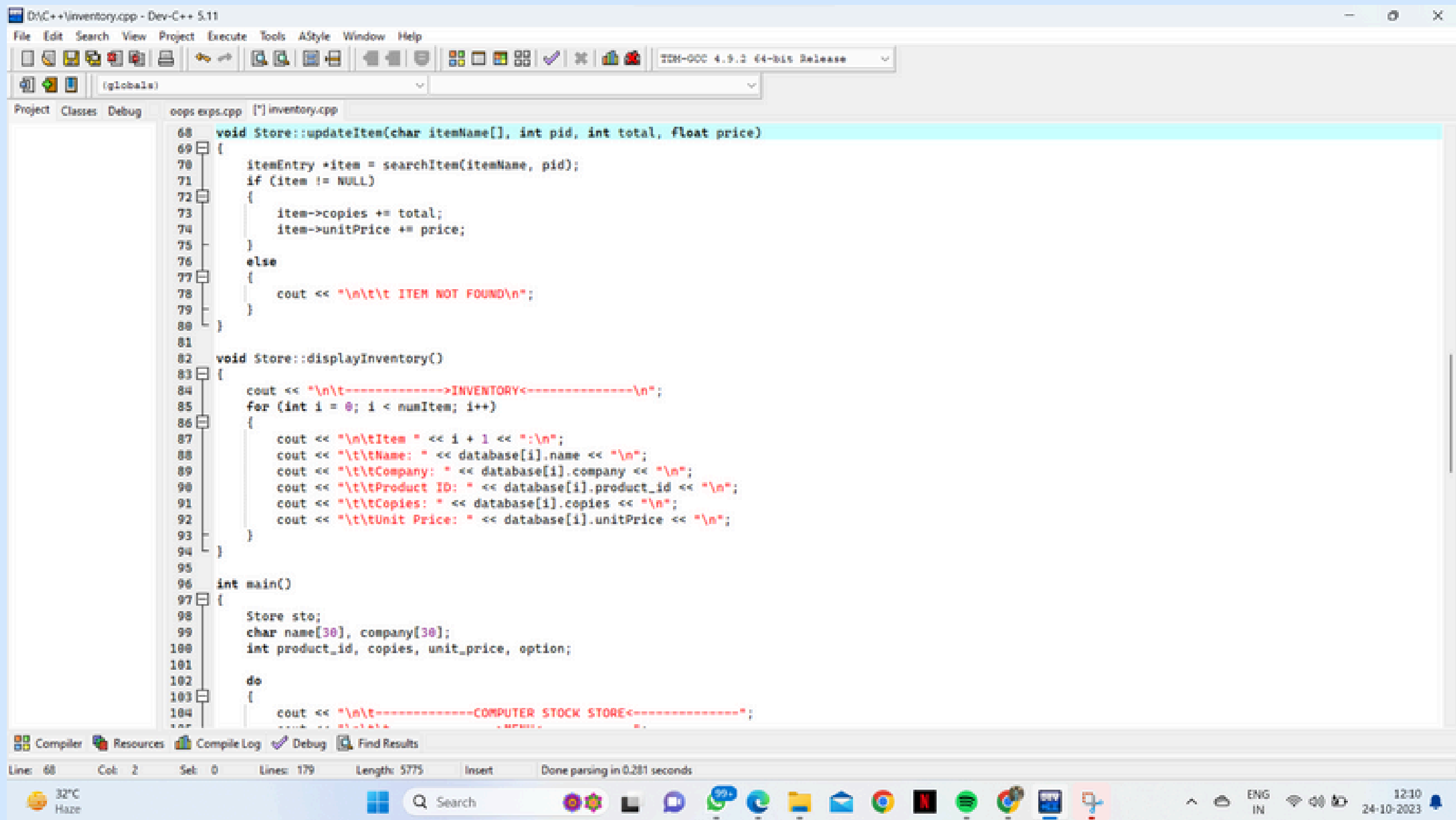
```
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(globals)
Project Classes Debug oops exps.cpp ["] inventory.cpp

32 void Store::insertItem(char itemName[], char company[], int pid, int c, float p)
33 {
34     strcpy(database[numItem].name, itemName);
35     strcpy(database[numItem].company, company);
36     database[numItem].product_id = pid;
37     database[numItem].copies = c;
38     database[numItem].unitPrice = p;
39     cout << "\n\t\t\t\t\tITEM INSERTED SUCCESSFULLY\n";
40     numItem++;
41 }
42
43 void Store::deleteItem(char itemName[], int pid)
44 {
45     for (int i = 0; i < numItem; i++)
46     {
47         if ((strcmp(itemName, database[i].name) == 0) && (database[i].product_id == pid))
48         {
49             database[i].copies--;
50             cout << "\n\t\t\t\t\tITEM DELETED SUCCESSFULLY\n";
51             return;
52         }
53     }
54     cout << "\n\t\t\t\t\tITEM NOT FOUND\n";
55 }
56
57 itemEntry *Store::searchItem(char itemName[], int pid)
58 {
59     for (int i = 0; i < numItem; i++)
60     {
61         if ((strcmp(itemName, database[i].name) == 0) && (database[i].product_id == pid))
62             return &database[i];
63     }
64     return NULL;
65 }
66
67
68 void Store::updateItem(char itemName[], int pid, int total, float price)
69 {
```

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SOURCE CODE:



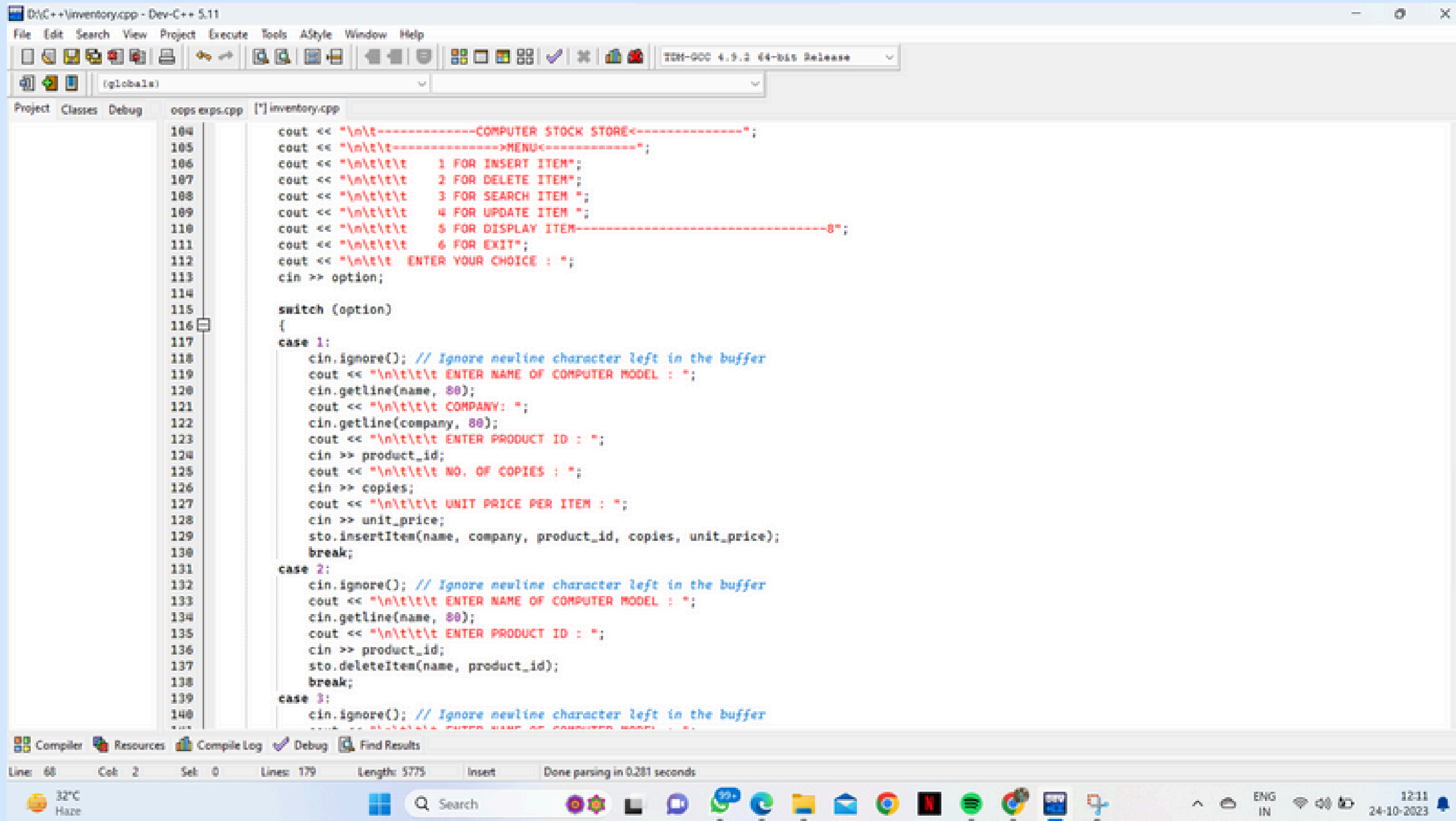
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File Edit Search View Project Execute Tools AStyle Window Help
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Project Classes Debug oops exps.cpp ["] inventory.cpp

68 void Store::updateItem(char itemName[], int pid, int total, float price)
69 {
70     itemEntry *item = searchItem(itemName, pid);
71     if (item != NULL)
72     {
73         item->copies += total;
74         item->unitPrice += price;
75     }
76     else
77     {
78         cout << "\n\t\tITEM NOT FOUND\n";
79     }
80 }
81
82 void Store::displayInventory()
83 {
84     cout << "\n\t----->INVENTORY<-----\n";
85     for (int i = 0; i < numItem; i++)
86     {
87         cout << "\n\tItem " << i + 1 << ":\n";
88         cout << "\t\tName: " << database[i].name << "\n";
89         cout << "\t\tCompany: " << database[i].company << "\n";
90         cout << "\t\tProduct ID: " << database[i].product_id << "\n";
91         cout << "\t\tCopies: " << database[i].copies << "\n";
92         cout << "\t\tUnit Price: " << database[i].unitPrice << "\n";
93     }
94 }
95
96 int main()
97 {
98     Store sto;
99     char name[30], company[30];
100     int product_id, copies, unit_price, option;
101
102     do
103     {
104         cout << "\n\t-----COMPUTER STOCK STORE<-----\n";
105         cout << "1. Add Item\n";
106         cout << "2. Update Item\n";
107         cout << "3. Delete Item\n";
108         cout << "4. Display Inventory\n";
109         cout << "5. Exit\n";
110         option = 0;
111         while (option < 1 || option > 5)
112             option = 0;
113         switch (option)
114         {
115             case 1:
116                 addItem();
117                 break;
118             case 2:
119                 updateItem();
120                 break;
121             case 3:
122                 deleteItem();
123                 break;
124             case 4:
125                 displayInventory();
126                 break;
127             case 5:
128                 return 0;
129         }
130     } while (option != 5);
131 }
```

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SOURCE CODE:



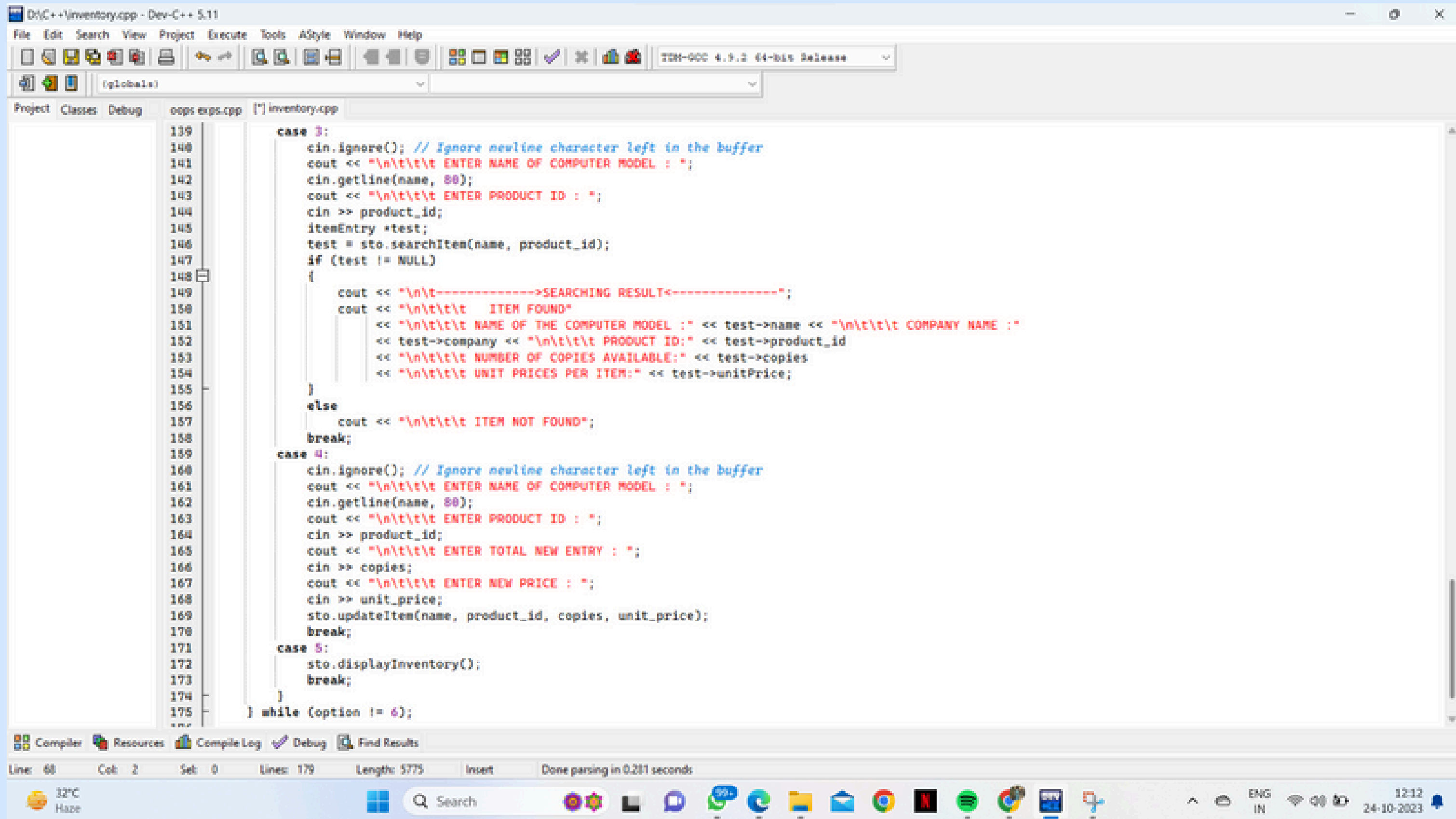
```
D:\C++\inventory.cpp - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
[Icons] (globals)
Project Classes Debug oops exps.cpp [*] inventory.cpp
104 cout << "\n\t-----COMPUTER STOCK STORE<-----";
105 cout << "\n\t\t----->MENU<-----";
106 cout << "\n\t\t\t\t 1 FOR INSERT ITEM";
107 cout << "\n\t\t\t\t 2 FOR DELETE ITEM";
108 cout << "\n\t\t\t\t 3 FOR SEARCH ITEM ";
109 cout << "\n\t\t\t\t 4 FOR UPDATE ITEM ";
110 cout << "\n\t\t\t\t 5 FOR DISPLAY ITEM-----8";
111 cout << "\n\t\t\t\t 6 FOR EXIT";
112 cout << "\n\t\t\t\t ENTER YOUR CHOICE : ";
113 cin >> option;
114
115 switch (option)
116 {
117 case 1:
118     cin.ignore(); // Ignore newline character left in the buffer
119     cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
120     cin.getline(name, 80);
121     cout << "\n\t\t\t\t COMPANY: ";
122     cin.getline(company, 80);
123     cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
124     cin >> product_id;
125     cout << "\n\t\t\t\t NO. OF COPIES : ";
126     cin >> copies;
127     cout << "\n\t\t\t\t UNIT PRICE PER ITEM : ";
128     cin >> unit_price;
129     sto.insertItem(name, company, product_id, copies, unit_price);
130     break;
131 case 2:
132     cin.ignore(); // Ignore newline character left in the buffer
133     cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
134     cin.getline(name, 80);
135     cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
136     cin >> product_id;
137     sto.deleteItem(name, product_id);
138     break;
139 case 3:
140     cin.ignore(); // Ignore newline character left in the buffer
141     cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
142     cin.getline(name, 80);
143     cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
144     cin >> product_id;
145     sto.deleteItem(name, product_id);
146     break;
147 case 4:
148     cin.ignore(); // Ignore newline character left in the buffer
149     cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
150     cin.getline(name, 80);
151     cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
152     cin >> product_id;
153     sto.updateItem(name, product_id, copies, unit_price);
154     break;
155 case 5:
156     sto.display();
157     break;
158 case 6:
159     break;
160 default:
161     break;
162 }
```

Compiler Resources Compile Log Debug Find Results

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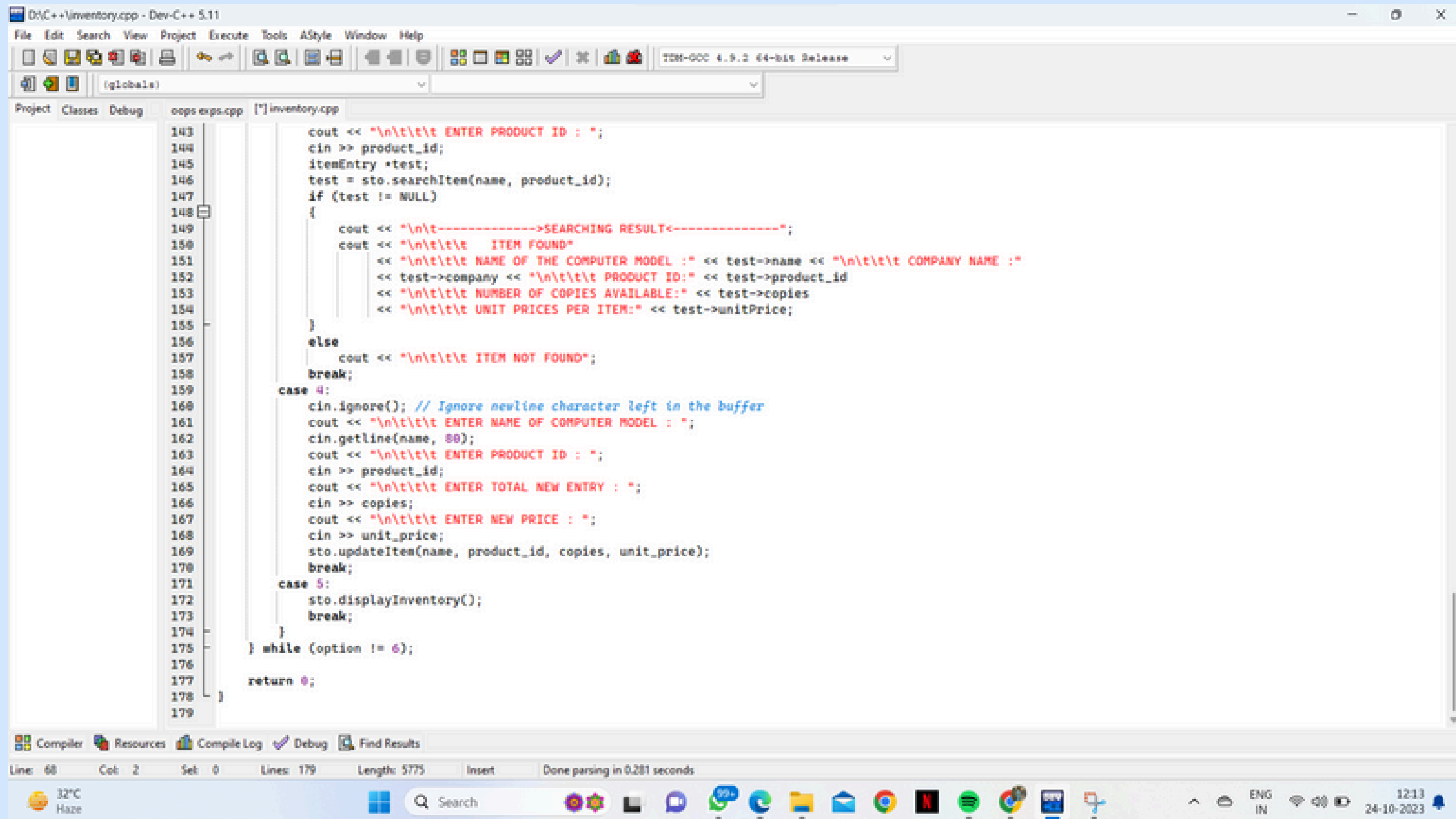
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SOURCE CODE:



```
139     case 3:
140         cin.ignore(); // Ignore newline character left in the buffer
141         cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
142         cin.getline(name, 80);
143         cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
144         cin >> product_id;
145         itemEntry *test;
146         test = sto.searchItem(name, product_id);
147         if (test != NULL)
148         {
149             cout << "\n\t----->SEARCHING RESULT<-----";
150             cout << "\n\t\t\t\t ITEM FOUND"
151                 << "\n\t\t\t\t NAME OF THE COMPUTER MODEL : " << test->name << "\n\t\t\t\t COMPANY NAME : "
152                 << test->company << "\n\t\t\t\t PRODUCT ID:" << test->product_id
153                 << "\n\t\t\t\t NUMBER OF COPIES AVAILABLE:" << test->copies
154                 << "\n\t\t\t\t UNIT PRICES PER ITEM:" << test->unitPrice;
155         }
156         else
157             cout << "\n\t\t\t\t ITEM NOT FOUND";
158         break;
159     case 4:
160         cin.ignore(); // Ignore newline character left in the buffer
161         cout << "\n\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
162         cin.getline(name, 80);
163         cout << "\n\t\t\t\t ENTER PRODUCT ID : ";
164         cin >> product_id;
165         cout << "\n\t\t\t\t ENTER TOTAL NEW ENTRY : ";
166         cin >> copies;
167         cout << "\n\t\t\t\t ENTER NEW PRICE : ";
168         cin >> unit_price;
169         sto.updateItem(name, product_id, copies, unit_price);
170         break;
171     case 5:
172         sto.displayInventory();
173         break;
174     }
175 } while (option != 6);
```

SOURCE CODE:



```
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File Edit Search View Project Execute Tools AStyle Window Help
(globals)
Project Classes Debug oops exps.cpp [*] inventory.cpp
143 cout << "\n\t\t\t\t\t ENTER PRODUCT ID : ";
144 cin >> product_id;
145 itemEntry *test;
146 test = sto.searchItem(name, product_id);
147 if (test != NULL)
148 {
149     cout << "\n\t\t\t\t\t----->SEARCHING RESULT<-----";
150     cout << "\n\t\t\t\t\t ITEM FOUND"
151         << "\n\t\t\t\t\t NAME OF THE COMPUTER MODEL : " << test->name << "\n\t\t\t\t\t COMPANY NAME : "
152         << test->company << "\n\t\t\t\t\t PRODUCT ID:" << test->product_id
153         << "\n\t\t\t\t\t NUMBER OF COPIES AVAILABLE:" << test->copies
154         << "\n\t\t\t\t\t UNIT PRICES PER ITEM:" << test->unitPrice;
155 }
156 else
157     cout << "\n\t\t\t\t\t ITEM NOT FOUND";
158 break;
159 case 4:
160     cin.ignore(); // Ignore newline character left in the buffer
161     cout << "\n\t\t\t\t\t ENTER NAME OF COMPUTER MODEL : ";
162     cin.getline(name, 80);
163     cout << "\n\t\t\t\t\t ENTER PRODUCT ID : ";
164     cin >> product_id;
165     cout << "\n\t\t\t\t\t ENTER TOTAL NEW ENTRY : ";
166     cin >> copies;
167     cout << "\n\t\t\t\t\t ENTER NEW PRICE : ";
168     cin >> unit_price;
169     sto.updateItem(name, product_id, copies, unit_price);
170     break;
171 case 5:
172     sto.displayInventory();
173     break;
174 }
175 } while (option != 6);
176
177 return 0;
178 }
179

Compiler Resources Compile Log Debug Find Results
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Search
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```

Introduction to Inventory Management

- Inventory management is the practice of efficiently overseeing and controlling a company's inventory of goods, products, or materials.
- It involves monitoring the quantities, product name, and price of inventory items etc to ensure that a business has the right products available at the right time while minimizing carrying costs and preventing overstock or stockouts.
- Effective inventory management is essential for businesses to balance the costs of holding inventory with the need to meet customer demand. It involves a combination of data analysis, forecasting, technology, and process optimization to maintain the right level of inventory and ensure the overall success of the business.

Output:

INSERT ITEM:

```
-----COMPUTER STOCK STORE<-----  
----->MENU<-----  
      1 FOR INSERT ITEM  
      2 FOR DELETE ITEM  
      3 FOR SEARCH ITEM  
      4 FOR UPDATE ITEM  
      5 FOR DISPLAY ITEM-----8  
      6 FOR EXIT  
ENTER YOUR CHOICE : 1  
  
      ENTER NAME OF COMPUTER MODEL : dell  
  
      COMPANY: dell  
  
      ENTER PRODUCT ID : 12345  
  
      NO. OF COPIES : 6  
  
      UNIT PRICE PER ITEM : 56000  
  
ITEM INSERTED SUCCESSFULLY
```

Output:

DELETE ITEM:

```
-----COMPUTER STOCK STORE<-----  
----->MENU<-----  
      1 FOR INSERT ITEM  
      2 FOR DELETE ITEM  
      3 FOR SEARCH ITEM  
      4 FOR UPDATE ITEM  
      5 FOR DISPLAY ITEM-----  
      6 FOR EXIT  
ENTER YOUR CHOICE : 2  
  
      ENTER NAME OF COMPUTER MODEL : dell  
  
      ENTER PRODUCT ID : 12345  
  
ITEM DELETED SUCCESSFULLY
```

Output:

SEARCH ITEM:

```
-----COMPUTER STOCK STORE<-----
```

```
----->MENU<-----
```

```
1 FOR INSERT ITEM
```

```
2 FOR DELETE ITEM
```

```
3 FOR SEARCH ITEM
```

```
4 FOR UPDATE ITEM
```

```
5 FOR DISPLAY ITEM-----
```

```
6 FOR EXIT
```

```
ENTER YOUR CHOICE : 3
```

```
ENTER NAME OF COMPUTER MODEL : HP
```

```
ENTER PRODUCT ID : 123456
```

```
----->SEARCHING RESULT<-----
```

```
ITEM FOUND
```

```
NAME OF THE COMPUTER MODEL :HP
```

```
COMPANY NAME :HP
```

```
PRODUCT ID:123456
```

```
NUMBER OF COPIES AVAILABLE:5
```

```
UNIT PRICES PER ITEM:60000
```

Output:

UPDATE ITEM:

```
-----COMPUTER STOCK STORE<-----
```

```
----->MENU<-----
```

```
1 FOR INSERT ITEM
```

```
2 FOR DELETE ITEM
```

```
3 FOR SEARCH ITEM
```

```
4 FOR UPDATE ITEM
```

```
5 FOR DISPLAY ITEM-----
```

```
6 FOR EXIT
```

```
ENTER YOUR CHOICE : 4
```

```
ENTER NAME OF COMPUTER MODEL : hp
```

```
ENTER PRODUCT ID : 123456
```

```
ENTER TOTAL NEW ENTRY : 5
```

```
ENTER NEW PRICE : 60000
```

Output:

DISPLAY ITEM:

```
-----COMPUTER STOCK STORE<-----
```

```
----->MENU<-----
```

```
1 FOR INSERT ITEM
```

```
2 FOR DELETE ITEM
```

```
3 FOR SEARCH ITEM
```

```
4 FOR UPDATE ITEM
```

```
5 FOR DISPLAY ITEM-----
```

```
6 FOR EXIT
```

```
ENTER YOUR CHOICE : 5
```

```
----->INVENTORY<-----
```

```
Item 1:
```

```
  Name: HP
```

```
Company: HP
```

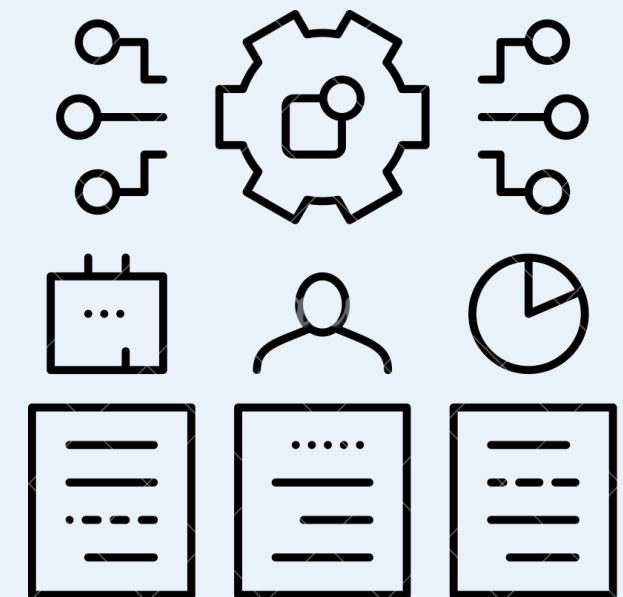
```
Product ID: 123456
```

```
Copies: 10
```

```
Unit Price: 120000
```

Conclusion:-

- The provided C++ code represents a basic inventory management system for a computer stock store.
- While the code offers functionality for inserting, deleting, searching, updating, and displaying items in the inventory, there are areas where it can be improved and extended to make it more robust and user-friendly.
- Our code serves as a starting point for an inventory management system but should be extended and refined to meet specific business requirements and handle real-world scenarios effectively.



THANK YOU

Unnati Pimple - 46

Tanisha Purohit - 47

Shruti Rathod - 49

Surabhi Raut - 50