

Serendipity Booksellers Software Development Project— Part 17: A Problem-Solving Exercise

Currently, the inventory data is stored in an array of 20 `InventoryBook` class objects. For this chapter's assignment, you will implement a linked list, which will take the place of the array. When done, your program should allow the user to enter as many books into inventory as needed.

1. Remove the `isEmpty` and `removeBook` member functions from the `InventoryBook` class. Because the `InventoryBook` objects will be stored in a linked list, it is no longer necessary to use these functions.
2. Modify the `LinkedList` template presented in this chapter. The template must be able to store `InventoryBook` class objects. If you intend to use the `==` operator, it will need to be overloaded in the `InventoryBook` class. Also, you will need to add a member function that searches the linked list for a specific book, and returns a reference or pointer to that object. This will be necessary to execute the `InventoryBook` member functions.
3. There are several parts of the program that are coded to use the `InventoryBook` array. Modify the remainder of the program so it works successfully with the linked list.