Serendipity Booksellers Software Development Project— Part 5: A Problem-Solving Exercise

1. Data Validation Modification

In Part 4 of this project you used `if` statements in each module to validate the input. Modify the code to use `while` loops instead.

2. The Main Menu

Item four on the Main Menu is "Exit," which allows the user to end the program. Add a loop to the `mainmenu.cpp` program that causes it to repeatedly display the menu until the user selects item four.

3. The Inventory Database Menu

Item five on the Inventory Database Menu is "Return to the Main Menu." When the project is complete, this item will cause the program to branch back to the main menu. For now, add a loop to the `invmenu.cpp` program that causes it to repeatedly display the menu until the user selects item five.

4. The Reports Menu

Item seven on the Reports Menu is "Return to the Main Menu." When the project is complete, this item will cause the program to branch back to the main menu. For now, add a loop to the `reports.cpp` program that causes it to repeatedly display the menu until the user selects item seven.

5. The Cashier Module

After the user has entered the data for a sale and the simulated sales slip is displayed, add code that asks the cashier if another transaction is to be processed. If so, the program should repeat.