

Serendipity Booksellers Software Development Project— Part 3: A Problem-Solving Exercise

1. The Main Menu

Modify the `mainmenu.cpp` program so it lets the user enter a choice from the menu. The choice will be a number in the range of 1 through 4, so it can be stored in either an `int` or `char` variable.

2. The Cashier Module

You are ready to add some of the point-of-sale functionality to the project. Currently, the `cashier.cpp` program displays a simulated sales slip without any sale information. Modify this program so that prior to displaying the simulated sales slip, it asks for the following data:

- The date. Expect the user to enter a date in the form MM/DD/YY. This should be entered as a string and stored in a `string` object variable.
- The quantity of the book being purchased: Store this number in an integer variable.
- The ISBN number of the book being purchased. The ISBN number is a string that contains numbers and hyphens. Use a `string` object variable to store it.
- The title of the book. Store the book title in a `string` object variable.
- The unit price of the book. Store this number in a floating-point variable.

Here is an example of what the screen might look like:

Serendipity Booksellers
Cashier Module

Date: 5/24/12
Quantity of Book: 2
ISBN: 0-333-90123-8
Title: History of Scotland
Price: 19.95

Once the data is entered, the program should calculate the merchandise total (multiply quantity by price) and a 6 percent sales tax. The program should then display a simulated sales slip. Here is an example:

Serendipity Book Sellers				
Date: 05/24/12				
Qty	ISBN	Title	Price	Total
2	0-333-90123-8	History of Scotland	\$ 19.95	\$ 39.90
Subtotal				\$ 39.90
Tax				\$ 2.39
Total				\$ 42.29
Thank You for Shopping at Serendipity!				

The dollar amounts should all be displayed in fields of six spaces with two decimal places of precision. They should always be displayed in fixed-point notation and the decimal point should always appear.

3. The Inventory Database Menu

Modify the `invmenu.cpp` program so it lets the user enter a choice from the menu. The choice will be a number in the range 1 through 5, so it can be stored in either an `int` or `char` variable.

4. The Reports Menu

Modify the `reports.cpp` program so it lets the user enter a choice from the menu. The choice will be a number in the range 1 through 7, so it can be stored in either an `int` or `char` variable.