A

SRS DOCUMENTATION

On
MUSIC SHOP MANAGEMENT SYSTEM

Submitted
In partial fulfilment of requirement for the degree of

Bachelor of technology
In
computer science and engineering

Submitted by:

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UTTAR PRADESH , JUN 2022

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DECLARATION

I hereby declare that this submission is our own work and that to the best of our knowledge and beliefs. It contains no material previously published or written by neither any person nor material which to a substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgement has been made in the text.

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CERTIFICATE

This is to certify that Project report entitled "Music shop management system in c++", submitted by Mohd Suhaib khan , Nikhil sharma   for partial fulfilment of the requirement for the award of degree Bachelors of Technology in Department of Computer Science & Engineering of Dr.A.P.J Abdul Kalam University, Lucknow is a record of the candidates' own work carried out by them under my supervision. The matter embodied in this report is original and has not been submitted for the award of any other degree.

Date: 9.12.2022   **Supervisor:** ASHISH JAIN SIR

ACKNOWLEDGEMENT

In completing this project, we have been fortunate enough to have help, support and encouragement from many people. I would like to acknowledge them for their cooperation.

Firstly, we would like to thank MR ASHISH JAIN SIR from Department of Computer Science & Engineering, A.I.M.T for guiding us through each and every step of the process with knowledge and support. His thoughts have been a constant source of inspiration for us.

We would also like to acknowledge the contribution of all faculty members of the department for their kind assistance, suggestions and cooperation throughout the development of the project.

Finally, we would like to thank our classmates for the encouragement and help during the project.

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1. ABSTRACT:

This document presents the issues of the C++ project entitled 'Music store'. Its aim is to formally describe the phases of the design and development. The result is a database which enables the clerks and the manager of the Music store to manage the information of customer, musical instrument and its quantity.

2 INTRODUCTION:

The aim of this project is the development of a sample centralized relational Music store program.

This application has to store information of customers, musical instrument and its quantity.

In this context the functionality is to update, remove and insert records for the different entities.

The clerk of the databases must be able to fulfill the wishes of the customer.

These wishes include finding the right instrument and ordering the desired instrument.

This project team decided to implement the core functionality first and later to attach additional functions.

The Core functionality is:

1. Add, delete and update Customer information
2. Quantity of Musical instrument.

Additional functionality has to be integrated in an easy way. One can consider the fact that the type of organization we are dealing with can be thought of as being a "virtual" type of organization. One can extend the idea of this single organization to be related to other organization in the field as well.

These can be organizations that deliver the different products to this organization. In this specific case we modeled only one aspect of this organization which deals with the ordering of cd's and dvd's by customers.

If we were to consider this application to be a sub-part of other application in this organization, than we could apply some of the aspects that are presented in Afsarmanesh, et al. (1998). The main purpose is the interrelation and information exchange between the different systems.

Examples of these additional features can be:

1. Overviews of the entities Customer, Product and Order.

2. Possibility to arrange the customer information for the manager of the Musical store.

3. This enables the manager to get a greater knowledge about the customers.

4. The customer can choose his/her favorite instruments

USE CASE Daigram of Music Shop Mgt. System:

This section illustrates the architecture of the database using an USE CASE Diagram (UAD) and a Relational Schema Definition. The ERD shows the overall structure and communication in the database. The Relational Schema Definition describes the tables to be created in the database.
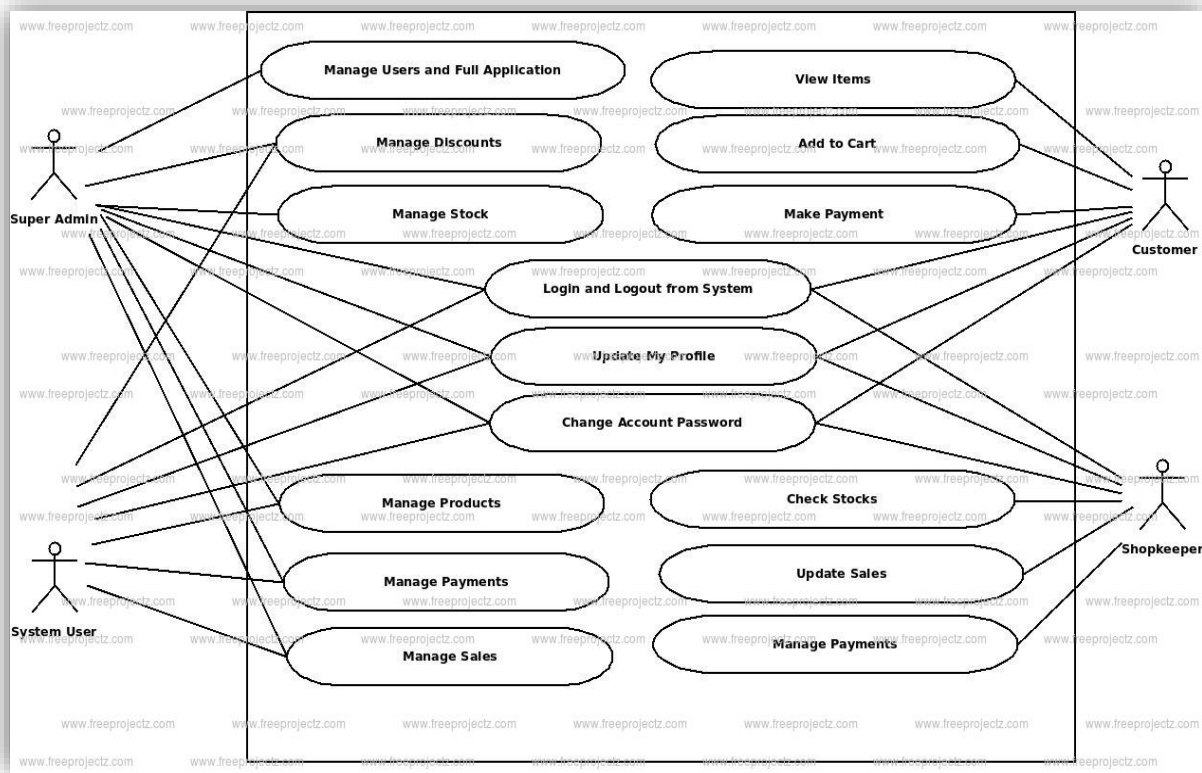
3 RELATED RESEARCH:

In this part of the paper we will discuss some of the work that was presented during this course.

We also made a small literature study about some subjects that relates to the project in question.

 The main purpose of this part is to show the relation between this project and the subjects that are being researched in the field.

It's an expansion of the project in question where we aim to relate them in a greater whole. We will not go into the technical details about the subjects discussed here.

We want to merely show the aspect worth considering if we would think about the project as being part of a greater totality.

When considering these solutions and the potential to expand the program and considering it as being part of a greater system.

one must also consider other aspects that relates to the problems one will face when dealing with these types of systems.

Concluding we can note that there are a lot of aspects worth considering when developing a simple program as this one. It may be a small system but if we look at the whole picture we can notice that most organizations consist of these "small applications".

And it's the interrelation between these small systems that presents a lot of hardships. Most of the organization would choose for a centralized approach where all the data is gathered into one big txt file, but with the solutions we are presented here one can take a generic approach to the problem in question

4 IMPLEMENTATION APPROACH:

The implementation consists of the three following main components.

Music store application:

The application is implemented in C++. The idea was found from CodeChef.

ER Daigram of music shop mgt. system:
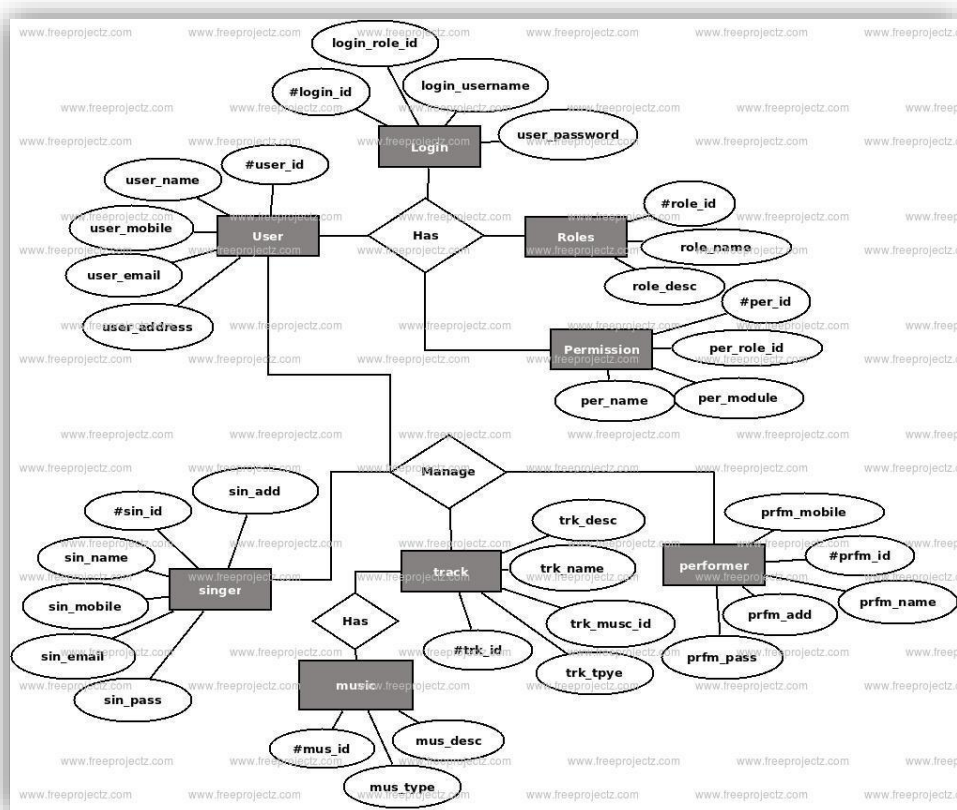
Presentation of the program structure :

The program structure as we have decided upon at this moment consists of a set of classes (separately defined in the "class definition file").

And the 'core' program structure which consists of a main routine. That holds a JFrame class.

This (extended) JFrame object holds aside from the separate form objects & menu's also the calls to the specific (separate) classes and sub-windows/screens.

As well as the objects that are needed to maintain and utilize the database and it's connection. So the management of the database is kept relatively central in the 'main' class of the JFrame Wnd.

This should prevent locking problems in case a separate function or class doesn't execute properly.

Whenever a class is called or defined a Connection pointer or reference is passed of to the constructor of that particular object so it can manipulate the database for as long as needed and then simply leave the Connection pointer to the garbage collection.

5. CONCLUSION:

As stated in the introduction the minimum target at the beginning of this project was to show the core functionalities in a user friendly Console Screen.

During the implementation the team reached their limits and succeeded in replacing these limits several times.

This section will illustrate what the team reached and which problems occurred during the project.

It will describe where the planning was realistic and will also give recommendations for similar or further projects.

The core functionality was reached in the following parts. It is possible to insert a new customer, change the details of a customer and delete a customer.

Also the product part is implemented in the same way. Furthermore the order section is completely implemented.

It is possible to fill in one order for several products. This order also can be changed and deleted.

The team did not succeed in implementing all the musical instruments functionality which was planned. Reasons for that are the lack of experience and time as well as the wish to implement additional features in order to enrich the application from a different angle.

Through this challenge a window was designed in a way that enables the user to simultaneously select products and customer, and view the details of the selected, in the same   window

The team created an easy to use program with self-guiding windows. During the process the team was faced with challenges in the problem of saving data. The stored quantity of the instruments reset after the program is executed.

Further development of the project is possible as stated in the introduction in additional features. Due to the problems described in the paragraphs above and the short amount of time, it was not possible to implement all additional features.

It will be interesting to implement more functions in arranging the information of the musical instruments. The built-on architecture that was used supports future developments.

It is advised to similar projects to consider the problems stated in this conclusion. Such projects should plan from the start how to surpass the limitations of their programming language.

This implies a better knowledge of C++ programming itself. They should also follow a strict responsibility policy like in this team. A well planned teamwork is crucial for facing problems during the process.

6. REFERENCES:

1. www.geeksforgreeks.com

2. www.codechef.com

3. www.hackerrank.com

4. www.hackerearth.com

5. www.studytonight.com

6. www.nptel.com

7. www.tutorialspoint.com

Appendix:

1. Technologies:

- Turbo C++
- Notepad++
- C++ Programming
- OOPS Concept

2. Organizational issues:

This project is part of the course 'Data Structures'. The class is divided into groups by 4 students. Each team has to develop a different project.

UML Daigram of Music Shop Mgt. System:
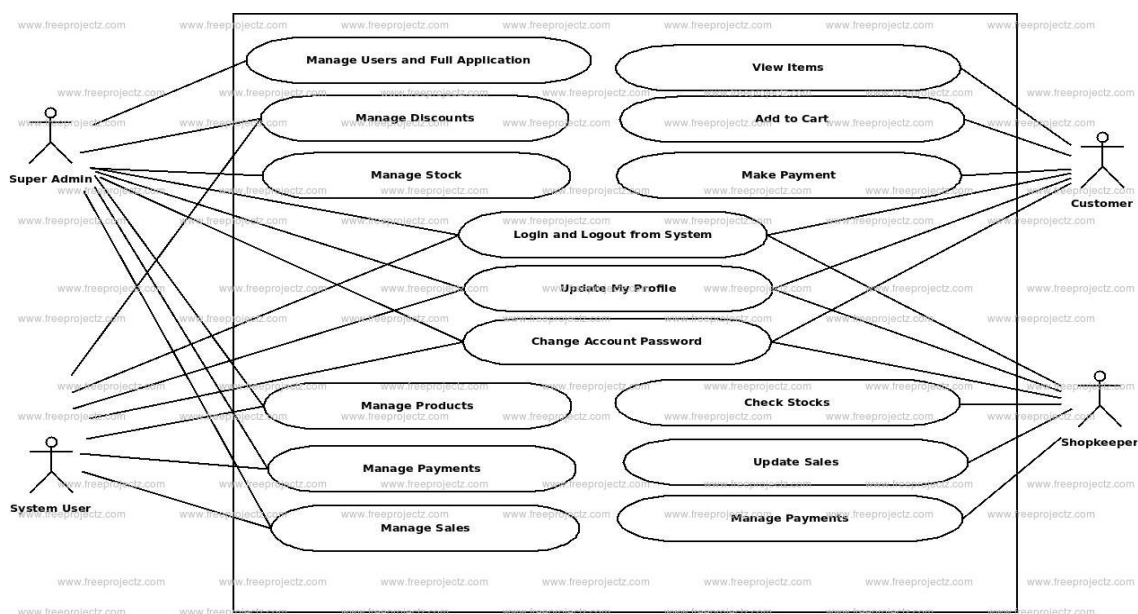
3. User Manual:

USAGES OF PROGRAMMING LANGUAGE:

C++ FINDS VARIED USAGE IN APPLICATIONS SUCH AS:OPERATING SYSTEMS & SYSTEMS
PROGRAMMING. E.G. LINUX-BASED OS (UBUNTU ETC.)BROWSERS (CHROME & FIREFOX)GRAPHICS & GAME ENGINES (PHOTOSHOP, BLENDER, UNREAL-ENGINE) DATABASE ENGINES (MYSQL, MONGODB, REDIS ETC.)

SOME INTERESTING FACTS ABOUT C++:

HERE ARE SOME AWESOME FACTS ABOUT C++ THAT MAY INTEREST YOU:

1. THE NAME OF C++ SIGNIFIES THE EVOLUTIONARY NATURE OF THE CHANGES FROM C. "++" IS THE C INCREMENT OPERATOR.

2. C++ IS ONE OF THE PREDOMINANT LANGUAGES FOR THEDEVELOPMENT OF ALL KIND OF TECHNICAL AND COMMERCIAL SOFTWARE.

3. C++ INTRODUCES OBJECT-ORIENTED PROGRAMMING, NOT PRESENT INC. LIKE OTHER THINGS, C++ SUPPORTS THE FOUR PRIMARY FEATURESOF OOP: ENCAPSULATION, POLYMORPHISM, ABSTRACTION, ANDINHERITANCE.

4. C++ GOT THE OOP FEATURES FROM SIMULA67 PROGRAMMINGLANGUAGE.

5. A FUNCTION IS A MINIMUM REQUIREMENT FOR A C++ PROGRAM TORUN.(AT LEAST MAIN() FUNCTION).

HEADER FILES USED:

#include<conio.h>

#include<iostream>

#include<fstream>

#include<cstdlib>

#include<windows.h>

The word **conio.h** stands for **Con** sole- **I**nput **O**utput. The **conio. h** is a non-standard header file used in C and C++programming.

This file contains console input-output functions which are mostly used by MS-DOS compilers. Here we have explained some of the important and most widely used functions of **conio.h** header file.

Some of its most commonly used functions are clrscr, getch, get che, kb hit etc.

TECHNOLOGIES AND TOOLS: Software Used:

Languages Used : C++ Programming Language

Editor : Notepad++

IDE Used : Turboo-C++ 5.11

Operating System: Windows XP Windows 7 Windows 10 Or any other

version of windows

Hardware Used: CPU configuration

  o Processor : Intel Pentium or later

  o RAM : 512 MB or later :

- Hard Disk : 1 Gb Hard Disk Space or more

- Monitor : Any monitor

4,1) Description:

The GUI consists of a Menu showing the following main categories:

Login Page, New Customer, Existing Customer,

Search/Delete/Update Customer Details, and Quantity of

Instruments. The user can view, delete, add or change entries in

customer, order and product.

Main Menu:

This item includes sub-items 'New Customer', 'Existing Customer', ''Search a

Record', 'Delete a Record', and 'Modify a Record ', 'Quantity Available. They are

grouped alphabetically to facilitate a convenient search. All attributes of the customers

are listed. It is possible to select one and delete or change the customer details. For

adding a new customer the clerk has to choose the sub-item 'Add customer' which

opens a new window. The same is applies to the other sub-item

Code:

```cpp
#include<iostream.h>
#include<conio.h>
#include<process.h>
#include<string.h>
#include<fstream.h>
#include<stdio.h>
#include<iomanip.h>
#include<dos.h>
/**************************************/

class consumer
{
int cno;
char cname[20];
char adress[20];
long double a;
float i;
public:

//FUNCTION TO ENTER THE VALUES

public:

void entry()
{
clrscr();
textcolor(RED);
gotoxy(32,4);
cputs("MELODY MUSICAL STORE");
gotoxy(5,8);
cputs("Customer ID :");
gotoxy(5,10);
cputs("Customer name :");
gotoxy(5,12);
cputs("Customer adress :");
gotoxy(5,14);
cputs("Costumer Phone number :");
gotoxy(5,16);
cputs("Bill no.");
gotoxy(45,8);
cin>>cno;
gotoxy(45,10);
gets(cname);
gotoxy(45,12);
gets(adress);
gotoxy(45,14);
cin>>a;
```

```cpp
gotoxy(45,16);
cin>>i;

}
```

//FUNCTION TO DISPLAY THE VALUES

```cpp
void display()
{
textcolor(RED);
cout<<"\n\n";
gotoxy(5,8);
cputs("Customer ID :");
cout<<cno;
gotoxy(5,10);
cputs("Customer name :");
puts(cname);
gotoxy(5,12);
cout<<"Customer adress :"<<adress;
gotoxy(5,14);
cout<<"Costumer Phone number :"<<a;
gotoxy(5,20);
cout<<"Customer Bill number :"<<i<<"\n";
}
int rcno()
{
return cno;
}
}c;
```

//FUNCTION TO WRITE THE VALUES

```cpp
void write()
{
textcolor(RED);
char ch;
consumer c;
fstream f1;
c.entry();
f1.open("main1.txt",ios::app);
cout<<"\n\n\tDO you want to save the record(y/n)\t";
cin>>ch;
if(ch=='y')
{
f1.write((char*)&c,sizeof(c));
}
f1.close();
}
```

//FUNCTION TO READ THE VALUES

```cpp
void read()
{
consumer c;
```

```cpp
fstream f1;
f1.open("main1.txt",ios::in);
while(!f1.eof())
{
f1.read((char*)&c,sizeof(c));
c.display();
if(f1.eof())
{
cout<<"\n\n   End of the file reached\n\n";
}
}
f1.close();
}
```

//FUNCTION FOR SEARCHING THE RECORD

```cpp
char search()
{
textcolor(RED);
consumer c;
int rn;
char found='n';
ifstream f1("main1.txt",ios::in);
cout<<"\n\n Enter Customer ID you want to SEARCH :\t";
cin>>rn;
while(!f1.eof())
{
f1.read((char*)&c,sizeof(c));
if(c.rcno()==rn)
{
c.display();
found='y';
break;
}
}
textcolor(RED);
if(found=='n')
cout<<"\n\n\tRECORD NOT FOUND!!!!!!!!!!!!!!\n"<<endl;
f1.close();
return found;
}
```

//FUNCTION TO DELELTE THE RECORD

```cpp
void del()
{
textcolor(RED);
ifstream f1("main1.txt",ios::in);
ofstream f2("temp1.txt",ios::out);
int rno;
char found='f',confirm='n';
cout<<"\n\n Enter Customer ID you want to DELETE :\t";
cin>>rno;
while(!f1.eof())
{
```

```cpp
f1.read((char*)&c,sizeof(c));
if(c.rcno()==rno)
{
c.display();
found='t';
cout<<"\n\n Are you sure want to DELETE this record ? (y/n)\t";
cin>>confirm;
textcolor(RED);
if(confirm=='n')
f2.write((char*)&c,sizeof(c));
}
else
f2.write((char*)&c,sizeof(c));
}
if(found=='f')
cout<<"\n\n\tRECORD NOT FOUND\n";
f1.close();
f2.close();
remove("main1.txt");
rename("temp1.txt","main1.txt");
}

//FUNCTION TO MODIFY THE RECORD

void update()
{
textcolor(RED);
fstream f1("main1.txt",ios::in | ios::out );
int rno;
long pos;
char found='f';
cout<<"\n\n Enter the Customer ID you want to MODIFY :\t";
cin>>rno;
while(!f1.eof())
{
pos=f1.tellg();
f1.read((char*)&c,sizeof(c));
if(c.rcno()==rno)
{
c.entry();
f1.seekg(pos);
f1.write((char*)&c,sizeof(c));
found='t';
break;
}
}
textcolor(RED);
if(found=='f')
cout<<"\n\n\tRECORD NOT FOUND\n";
f1.seekg(0);
textcolor(RED);
clrscr();
cout<<"\n Now the file contains\n\n";
c.display();
f1.close();
```

```
getch();
}

//STARTING OF THE VOID MAIN


void main()
{

unsigned int i,k=0,choice,li,a=0,b=0,c=0,d=0,e=0,f=0,g=0,h=0,j=0,l=0;
float guia=0,guib=0,guic=0,guie=0,keyb=0,tabl=0,harm=0,ukul=0,trum=0,sexop=0;
unsigned int gui,agui,bgui,cgui,egui,keybo,tab,har,uku,tru,sexo;
int m=65,n=50,o=46,p=28,q=42,r=54,s=52,t=40,u=30,v=35;
float add=0,sum=0;
char pass[5],opt,yes,et;
lev1:;
textcolor(RED);
clrscr();
cout<<"\n\n\tPLEASE BE CAREFUL ENTER THE PASSWORD IN SMALL LETTERS\n";
cout<<"\n\t\tPASSWORD DOES NOT CONTAINS ANY NUMBER\n\n\n";

cout<<"\n\n\t\t\tEnter your Password : \t";


pass[0]=getch();
cout<<"*";
pass[1]=getch();
cout<<"*";
pass[2]=getch();
cout<<"*";
pass[3]=getch();
cout<<"*";
pass[4]=getch();
cout<<"*";
pass[5]='\0';
cout<<"*";
cout<<"\n";
if(strcmp(pass,"hello")==0)
{

//LOADING THE PROJECT

gotoxy(32,13);
textcolor(LIGHTGREEN);
cputs("*******************");
gotoxy(32,15);
cputs("LOADING YOUR PROJECT");
gotoxy(32,17);
cputs("*******************");
gotoxy(32,20);
textcolor(MAGENTA+BLINK);
cputs("PLEASE WAIT........");
textcolor(RED+GREEN);
delay(500);
gotoxy(33,21);
```

```
cputs("10 % completed..");
delay(500);
gotoxy(33,21);
cputs("20 % completed...");
delay(500);
gotoxy(33,21);
cputs("30 % completed....");
delay(500);
gotoxy(33,21);
cputs("40 % completed.....");
delay(500);
gotoxy(33,21);
cputs("50 % completed......");
delay(500);
gotoxy(33,21);
cputs("60 % completed.......");
delay(500);
gotoxy(33,21);
cputs("70 % completed........");
delay(500);
gotoxy(33,21);
cputs("80 % completed.........");
delay(500);
gotoxy(33,21);
cputs("90 % completed..........");
delay(500);
gotoxy(33,21);
cputs("100 % completed...........");
delay(500);


}
else
{
cout<<"\n\n\t\t$$$$$$ Ooop's wrong password $$$$$$\n";
cout<<"\n\n\t\t%%%%%% Please re-enter the password%%%%%%\n";
getch();
k++;
if(k==3)
{
cout<<"\n\n\t\tToo Many Attempts\n\n\t\tTry after Sometimes.....";
getch();
exit(0);
}

getch();
goto lev1;
}
textcolor(BROWN);
choices:;
clrscr();
cout<<"\n%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\n";
cout<<"%                    WELCOME                          %\n";
cout<<"%               MELODY MUSICAL STORE                  %\n";
cout<<"%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```cpp
                %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%\n";
cout<<"\n\t\t  *************\n";
cout<<"\t\t  *  MAIN MENU *\n";
cout<<"\t\t  *************\n";
cout<<"    *******************************************************************\n";
cout<<"    *-----------------------------------------------------------------*\n";
cout<<"    *|                                              |*\n";
cout<<"    *|      1.  NEW CUSTOMER                           |*\n";
cout<<"    *|      2.  EXISTING CUSTOMER                        |*\n";
cout<<"    *|      3.  SEARCH A RECORD                         |*\n";
cout<<"    *|      4.  DELETE A RECORD                         |*\n";
cout<<"    *|      5.  MOODIFY A RECORD                         |*\n";
cout<<"    *|      6.  QUANTITY AVAILABLE                        |*\n";
cout<<"    *|      0.  EXIT                          |*\n";
cout<<"    *|                                        |*\n";
cout<<"    *-----------------------------------------------------------*\n";
cout<<"    *******************************************************************\n";
cout<<"Enter Your choice : ";
cin>>choice;
cout<<"PRESS ANY KEY TO CONTINUE.....";
getch();
switch(choice)
{
case 1:
{
clrscr();
textcolor(RED);
cout<<"\n\n\t\t\t MELODY MUSICAL STORE\n";
cout<<"\n\n\t\t\t COSTUMER INFO \n\n";

// TO ENTER DETAILS OF COSTUMER

write();

//ITEM PURCHASE AND THEIR RATE

cout<<"\n\nDO YOU WANT TO PURCHASE ANYTHING (Y/N) :  ";
cin>>opt;
if(opt=='y'||opt=='Y')
{
list:;
clrscr();
textcolor(BROWN);

// LIST ITEMS

cout<<"\n\t\t\t===========";
cout<<"\n\t\t\t||  LIST  ||";
cout<<"\n\t\t\t===========\n";
cout<<"    *******************************************************************\n";
cout<<"    *-----------------------------------------------------------------*\n";
cout<<"    *|                                              |*\n";
cout<<"    *|      1. GUITAR                            |*\n";
cout<<"    *|      2. KEYBOARD                            |*\n";
cout<<"    *|      3. TABLA                           |*\n";
```

```cpp
cout<<"   *|      4. HARMONIUM                              |*\n";
cout<<"   *|      5. UKULELE                            |*\n";
cout<<"   *|      6. TRUMPET                            |*\n";
cout<<"   *|      7. SEXOPHONE                            |*\n";
cout<<"   *--------------------------------------------------------------*\n";
cout<<"   *******************************************************************************\n";
cout<<"\n\nEnter your choics :\t";
cin>>li;

switch(li)
{
case 1:
{
guitar:
textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t==================";
cout<<"\n\t\t\t|| GUITAR TYPE ||";
cout<<"\n\t\t\t==================\n";
cout<<"   *******************************************************************************\n";
cout<<"   *--------------------------------------------------------------*\n";
cout<<"   *|                                        |*\n";
cout<<"   *|      1. ACOUSTIC GUITAR                        |*\n";
cout<<"   *|      2. BASS GUITAR                        |*\n";
cout<<"   *|      3. CLASSICAL GUITAR                       |*\n";
cout<<"   *|      4. ELECTRICAL GUITAR                        |*\n";
cout<<"   *--------------------------------------------------------------*\n";
cout<<"   *******************************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>gui;

switch(gui)
{
case 1:
{
acoustic:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t=====================";
cout<<"\n\t\t\t|| ACOUSTIC GUITAR ||";
cout<<"\n\t\t\t=====================\n";
cout<<"   *******************************************************************************\n";
cout<<"   *--------------------------------------------------------------*\n";
cout<<"   *|      ITEMS                  RATE      |*\n";
cout<<"                                             *|
   %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
   %%%%%%%%%%%%%%%%%% |*\n";
cout<<"   *|      1. HERTZ HZA-3801E (LINDEN WOOD)        9999/-     |*\n";
cout<<"   *|      2. GIVSON G-150 (ROSEWOOD)          4999/-      |*\n";
cout<<"   *|      3. HERTZ HZA 4000 EQ (LINDEN WOOD)      8999/-     |*\n";
cout<<"   *|      4. GIVSON VENUS (LINDEN WOOD)        5999/-     |*\n";
cout<<"   *|      5. YAMAHA F310 GUITAR              9599/-     |*\n";
cout<<"   *--------------------------------------------------------------*\n";
cout<<"   *******************************************************************************\n";
```

```cpp
cout<<"\n\nEnter your choice :\t";
cin>>agui;
switch(agui)
{
case 1:
guia=9999;
break;
case 2:
guia=4999;
break;
case 3:
guia=8999;
break;
case 4:
guia=5999;
break;
case 5:
guia=9599;
break;
case 0:
goto guitar;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto acoustic;
}
a=1;

goto purchase;

}
case 2:
{
bass:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t==================";
cout<<"\n\t\t\t||  BASS GUITAR  ||";
cout<<"\n\t\t\t==================\n";
cout<<"    ******************************************************************\n";
cout<<"    *----------------------------------------------------------------*\n";
cout<<"    *|         ITEMS                    RATE        |*\n";
cout<<"                                                                      *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%% |*\n";
                                        cout<<"    *|     1. FENDER ELECTRIC BASS GUITAR          95999/-
    |*\n";
cout<<"    *|    2. GIVSON ELECTRIC BASS GUITAR          13999/-     |*\n";
cout<<"    *----------------------------------------------------------------*\n";
cout<<"    ******************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>bgui;
```

```cpp
switch(bgui)
{
case 1:
guib=95999;
break;
case 2:
guib=13999;
break;
case 0:
goto guitar;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto bass;
}
b=1;

goto purchase;
}
case 3:
{
classical:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t========================";
cout<<"\n\t\t\t||  CLASSICAL GUITAR  ||";
cout<<"\n\t\t\t========================\n";
cout<<"    ****************************************************************\n";
cout<<"    *---------------------------------------------------------*\n";
cout<<"    *|      ITEMS                    RATE       |*\n";
cout<<"                                                                *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%% |*\n";
cout<<"    *|    1. YAMAHA C4OM                7999/-    |*\n";
cout<<"    *|    2. VAULT EC397OSK             16999/-    |*\n";
cout<<"    *|    3. ALVAREZ RC26              16999/-    |*\n";
cout<<"    *|    4. CORT AC250CF             27999/-    |*\n";
cout<<"    *|    5. FENDER ECS80 NS           13599/-    |*\n";
cout<<"    *|    6. ORTEGA R122SN            14999/-    |*\n";
cout<<"    *---------------------------------------------------------*\n";
cout<<"    ****************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>cgui;
switch(cgui)
{
case 1:
guic=7999;
break;
case 2:
guic=16999;
break;
case 3:
```

```cpp
guic=16999;
break;
case 4:
guic=27999;
break;
case 5:
guic=13599;
break;
case 6:
guic=14999;
break;
case 0:
goto guitar;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto classical;
}
c=1;

goto purchase;
}
case 4:
{
electric:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t=========================";
cout<<"\n\t\t\t||  ELECTRIC GUITAR  ||";
cout<<"\n\t\t\t=========================\n";
cout<<"     ************************************************************\n";
cout<<"     *-----------------------------------------------------------*\n";
cout<<"     *|      ITEMS                         RATE       |*\n";
cout<<"                                                                 *|
     %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
     %%%%%%%%%%%%%%%%%% |*\n";
cout<<"     *|     1. VAULT ST1                      7999/-     |*\n";
cout<<"     *|     2. FRENDER SQUIER MMSTRATOCASTER         11999/-    |*\n";
cout<<"     *|     3. CORT X100                    14999/-    |*\n";
cout<<"     *|     4. ESP LTD EC 256FM                33999/-      |*\n";
cout<<"     *|     5. IBANEZ SA260FM                  31999/-     |*\n";
cout<<"     *|     6. JACKSON JS12                 19999/-     |*\n";
cout<<"     *-----------------------------------------------------------*\n";
cout<<"     ************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>egui;
switch(egui)
{
case 1:
guie=7999;
break;
case 2:
```

```
guie=11999;
break;
case 3:
guie=14999;
break;
case 4:
guie=33999;
break;
case 5:
guie=31999;
break;
case 6:
guie=19999;
break;
case 0:
goto guitar;

default:
cout<<"OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....";
getch();
goto electric;
}
d=1;

goto purchase;
}
case 0:
goto list;

default:
textcolor(RED);
cout<<"OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....";
getch();
goto guitar;

}
}
case 2:
{
keyboard:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t===============";
cout<<"\n\t\t\t||  KEYBOARD  ||";
cout<<"\n\t\t\t===============\n";
cout<<"    *********************************************************************\n";
cout<<"    *-------------------------------------------------------------*\n";
cout<<"    *|       ITEMS                    RATE       |*\n";
cout<<"                                                                      *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%%% |*\n";
cout<<"    *|    1. CASIO CTK 2550               7599/-    |*\n";
cout<<"    *|    2. CASIO SA 78                 3499/-    |*\n";
cout<<"    *|    3. CASIO CTK 3500               9999/-    |*\n";
```

```cpp
cout<<"    *|     4. YAMAHA PSR F 51                      10999/-      |*\n";
cout<<"    *|     5. YAMAHA PSS F30                        4999/-      |*\n";
cout<<"    *|     6. TRINITY PA 51X                        4999/-      |*\n";
cout<<"    *----------------------------------------------------------------*\n";
cout<<"    ****************************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>keybo;
switch(keybo)
{
case 1:
keyb=7599;
break;
case 2:
keyb=3499;
break;
case 3:
keyb=9999;
break;
case 4:
keyb=10999;
break;
case 5:
keyb=4999;
break;
case 6:
keyb=4999;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto keyboard;
}
e=1;

goto purchase;
}
case 3:
{
tabla:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t============";
cout<<"\n\t\t\t|| TABLA ||";
cout<<"\n\t\t\t============\n";
cout<<"    ****************************************************************************\n";
cout<<"    *----------------------------------------------------------------*\n";
cout<<"    *|        ITEMS                         RATE        |*\n";
cout<<"                                                                             *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%% |*\n";
```

```cpp
cout<<"    *|    1. AKSHAR TABLA MART            5999/-    |*\n";
cout<<"    *|    2. R R MUSICAL TABLA           3499/-    |*\n";
cout<<"    *|    3. SG MUSICAL TABLA            4999/-    |*\n";
cout<<"    *|    4. DEV MUSICAL TABLA           10999/-   |*\n";
cout<<"    *|    5. BABA SURJAN SINGH TABLA       3999/-    |*\n";
cout<<"    *-------------------------------------------------------------*\n";
cout<<"    **************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>tab;
switch(tab)
{
case 1:
tabl=5999;
break;
case 2:
tabl=3499;
break;
case 3:
tabl=4999;
break;
case 4:
tabl=10999;
break;
case 5:
tabl=3999;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto tabla;
}
f=1;

goto purchase;
}
case 4:
{
harmonium:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t================";
cout<<"\n\t\t\t|| HARMONIUM ||";
cout<<"\n\t\t\t================\n";
cout<<"    **************************************************************\n";
cout<<"    *-------------------------------------------------------------*\n";
cout<<"    *|      ITEMS                    RATE      |*\n";
cout<<"                                                              *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%% |*\n";
cout<<"    *|    1. JV MUSICALS HAR003 HARMONIUM       7599/-    |*\n";
```

```cpp
cout<<" *|    2. RAJA HAR_1 440 HARMONIUM              6999/-    |*\n";
cout<<" *|    3. MMB 9 STOPPER  HARMONIUM              18599/-    |*\n";
cout<<" *|    4. JSR SH1297 HARMONIUM             9999/-    |*\n";
cout<<" *|    5. PAL MUSIC HOUSE HARMONIUM            18599/-    |*\n";
cout<<" *-------------------------------------------------------------*\n";
cout<<" ***********************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>har;
switch(har)
{
case 1:
harm=7599;
break;
case 2:
harm=6999;
break;
case 3:
harm=18599;
break;
case 4:
harm=9999;
break;
case 5:
harm=18599;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto harmonium;
}
g=1;

goto purchase;
}
case 5:
{
ukulele:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t==============";
cout<<"\n\t\t\t|| UKULELE ||";
cout<<"\n\t\t\t==============\n";
cout<<" ***********************************************************************\n";
cout<<" *-------------------------------------------------------------*\n";
cout<<" *|     ITEMS                      RATE      |*\n";
cout<<"                                                                     *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%% |*\n";
cout<<" *|    1. KADENCE CONCERT UKULELE             3599/-    |*\n";
cout<<" *|    2. HERTZ SOPRANO UKULELE            4599/-    |*\n";
```

```
cout<<"     *|     3. ZABEL ZBL U21 BRN SOPRANO UKULELE        2499/-       |*\n";
cout<<"     *|     4. PLUSE SOPRANO UKULELE                     3999/-       |*\n";
cout<<"     *-----------------------------------------------------------*\n";
cout<<"     ************************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>uku;
switch(uku)
{
case 1:
ukul=3599;
break;
case 2:
ukul=4599;
break;
case 3:
ukul=2499;
break;
case 4:
ukul=3999;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto ukulele;
}
h=1;

goto purchase;
}
case 6:
{
trumpet:;

textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t===============";
cout<<"\n\t\t\t||  TRUMPET  ||";
cout<<"\n\t\t\t===============\n";
cout<<"     ************************************************************************\n";
cout<<"     *-----------------------------------------------------------*\n";
cout<<"     *|     ITEMS                     RATE       |*\n";
cout<<"                                                                          *|
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    %%%%%%%%%%%%%%%%% |*\n";
cout<<"     *|     1. NASIR ALI NACIT BB TRUMPET          3599/-       |*\n";
cout<<"     *|     2. KANHA HUB BB TRUMPET                3599/-       |*\n";
cout<<"     *|     3. JAIBHARAT MUSICAL BB TRUMPET        4999/-       |*\n";
cout<<"     *|     4. SEIMENTO STR 54512 PRO             5999/-       |*\n";
cout<<"     *-----------------------------------------------------------*\n";
cout<<"     ************************************************************************\n";
cout<<"\n\nEnter your choice :\t";
```

```cpp
cin>>tru;
switch(tru)
{
case 1:
trum=3599;
break;
case 2:
trum=3599;
break;
case 3:
trum=4999;
break;
case 4:
trum=5999;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto trumpet;
}
l=1;

goto purchase;
}
case 7:
{
sexophone:;
textcolor(BROWN);
clrscr();
cout<<"\n\t\t\t=================";
cout<<"\n\t\t\t|| SEXOPHONE ||";
cout<<"\n\t\t\t=================\n";
cout<<"  ****************************************************************\n";
cout<<"  *-------------------------------------------------------------*\n";
cout<<"  *|     ITEMS                    RATE      |*\n";
cout<<"                                                                *|
   %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
   %%%%%%%%%%%%%%%%%% |*\n";
cout<<"  *|    1. KADENCE KXC KAD SAX KCX SEXOPHONE      41999/-    |*\n";
cout<<"  *|    2. SEIMENTO TUNED STR 00714258 SEXOPHONE  11999/-    |*\n";
cout<<"  *|    3. RAGHAV ASSOCIATES ALTO SEXOPHONE       9999/-    |*\n";
cout<<"  *|    4. INFINITY ALTO LS S01 SEXOPHONE        39999/-    |*\n";
cout<<"  *|    5. ROLAND AE 10 DIGITAL SEXOPHONE        82999/-    |*\n";
cout<<"  *-------------------------------------------------------------*\n";
cout<<"  ****************************************************************\n";
cout<<"\n\nEnter your choice :\t";
cin>>sexo;
switch(sexo)
{
case 1:
sexop=41999;
```

```c
break;
case 2:
sexop=11999;
break;
case 3:
sexop=9999;
break;
case 4:
sexop=39999;
break;
case 5:
sexop=82999;
break;
case 0:
goto list;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto sexophone;
}
j=1;

goto purchase;
}
case 0:
goto choices;

default:
textcolor(RED);
cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
getch();
goto list;
}
}
else
goto choices;

purchase:;
textcolor(RED);
cout<<"\n\tDO you want to purchase more(y/n)";
cin>>yes;
if(yes=='y')
{
clrscr();
goto list;
}
else
{
clrscr();
goto cash;
}
```

```
cash:;
clrscr();
textcolor(RED);
cout<<"\n\n\t\t\t\t MELODY MUSICAL STORE\n";
cout<<"\n\t\t\t\t    CASH MEMO\n";
cout<<"\n";

//TO DISPLAY THE CASH MEMO
add=a+b+c+d+e+f+g+h+j+l;
sum=guia+guib+guic+guie+keyb+tabl+harm+ukul+trum+sexop;


textcolor(RED);
cout<<"\n";
cout<<"============================================================================";
cout<<"\nITEMS"        <<setw(40)<<"QUANTITY"<<setw(35)<<"PRICE(Rs.)";
cout<<"============================================================================";
if(a>0)
cout<<"\n\nGUITAR (A)"       <<setw(33)<<a<<setw(28)<<"Rs."<<guia;
if(b>0)
cout<<"\n\nGUITAR (B)"       <<setw(33)<<b<<setw(28)<<"Rs."<<guib;
if(c>0)
cout<<"\n\nGUITAR (C)"       <<setw(33)<<c<<setw(28)<<"Rs."<<guic;
if(d>0)
cout<<"\n\nGUITAR (E)"       <<setw(33)<<d<<setw(28)<<"Rs."<<guie;
if(e>0)
cout<<"\n\nKEYBOARD"         <<setw(35)<<e<<setw(28)<<"Rs."<<keyb;
if(f>0)
cout<<"\n\TABLA"          <<setw(38)<<f<<setw(28)<<"Rs."<<tabl;
if(g>0)
cout<<"\n\nHARMONIUM"        <<setw(34)<<g<<setw(28)<<"Rs."<<harm;
if(h>0)
cout<<"\n\nUKULELE"         <<setw(36)<<h<<setw(28)<<"Rs."<<ukul;
if(l>0)
cout<<"\n\nTRUMPET"         <<setw(36)<<l<<setw(28)<<"Rs."<<trum;
if(j>0)
cout<<"\n\nSEXOPHONE"        <<setw(34)<<j<<setw(28)<<"Rs."<<sexop;
cout<<"\n============================================================================";
cout<<"\nTOTAL:"<<setw(38)<<add<<setw(27)<<"Rs."<<sum;

m-=a;
        a=0;
        n-=b;
        b=0;
        o-=c;
        c=0;
        p-=d;
        d=0;
        q-=e;
        e=0;
        r-=f;
        f=0;
        s-=g;
        g=0;
        t-=h;
```

```
        h=0;
        v-=j;
        j=0;
        u-=l;
        l=0;
        sum=0;
        add=0;
        textcolor(RED);


        cout<<"\n\n\t";
        cprintf("THANK YOU .              VISIT US AGAIN");
        cout<<"\n\n\n\t";
        cprintf("THANK YOU FOR USING OUR SERVICE");
        cout<<"\n\n";
        getch();
        goto choices;

    }
case 2:
    {
        textcolor(RED);
        char found;
        clrscr();
        found=search();
        getch();
        if(found=='n')
        {
        goto choices;
        }
        else
        {
        cout<<"\n\nDO YOU WANT TO PURCHASE ANYTHING (Y/N) :  ";
         cin>>opt;
         if(opt=='y'||opt=='Y')
      {
           goto list;
      }
        else
           goto exi;

    }
    }
case 3:
        //TO SEARCH THE RECORDS

        clrscr();
        search();
        getch();
        goto choices;

case 4:
        //TO DELETE THE RECORDS

        clrscr();
```

```cpp
            del();
            getch();
            goto choices;

        case 5:

            //TO MODIFY THE RECORDS

            clrscr();
            update();
            getch();
            goto choices;

        case 6:

            //TO DISPLAY THE QUANTITY AVAILABLE IN THE SHOP
            textcolor(BROWN);
            clrscr();
            cout<<"\n\t\t\tItems Avaliable in shop.\n\n\n";

            cout<<"===========================================================================
=";
            cout<<"\nITEMS"          <<setw(40)<<"QUANTITY";

            cout<<"\n==========================================================================
===";
            cout<<"\n\nGUITAR (ACOUSTIC)"        <<setw(28)<<m;
            cout<<"\n\nGUITAR (BASS)"            <<setw(32)<<n;
            cout<<"\n\nGUITAR (CLASSICAL)"       <<setw(27)<<o;
            cout<<"\n\nGUITAR (ELECTRICAL)"      <<setw(26)<<p;
            textcolor(BROWN);
            cout<<"\n\nKEYBOARD"                 <<setw(37)<<q;
            cout<<"\n\nTABLA"                    <<setw(40)<<r;
            cout<<"\n\nHARMONIUM"                <<setw(36)<<s;
            cout<<"\n\nUKULELE"                  <<setw(38)<<t;
            cout<<"\n\nTRUMPET"                  <<setw(38)<<u;
            cout<<"\n\nSEXOPHONE"                <<setw(36)<<v;
            cout<<"\n*************************************************************************";
            getch();
            goto choices;


    case 0:

            //TO EXIT FROM THE PROGRAM
            exi:
            textcolor(RED);
            clrscr();
            cout<<"\n\n\n\t\tARE YOU SURE TO EXIT FROM THE PROGRAM\t";
            cin>>et;
            if(et=='y')
            {
                goto ex;
            }
            else
```

```
                {
                    goto choices;
                }
            ex:;
            clrscr();
            textcolor(RED);
            sleep(1);
            clrscr();
            gotoxy(35,10);
            cout<<" THANKS ";
            sleep(1);
            clrscr();
            gotoxy(35,20);
            cout<<" THANKS ";
            sleep(1);
            clrscr();
            gotoxy(28,30);
            cout<<" THANK YOU FOR USING THE PROJECT\n\n\n\n ";
            gotoxy(35,35);
            textcolor(GREEN+BLINK);
            gotoxy(35,25);
            textcolor(RED+YELLOW);
            delay(1000);
            cputs("HAVE A NICE DAY");
            gotoxy(45,45);
            textcolor(YELLOW+BLINK);
            cputs("Press ENTER to EXIT.......");
            getch();
            exit(0);

        default:

            textcolor(RED);
            cprintf("OPS!!! WRONG INPUT \nPLEASE CHOOSE AGAIN.....");
            getch();
            goto choices;

    }
}
```

OUTPUT:

3.1 Description

The GUI consists of a Menu showing the following main categories: Login Page, New Customer, Existing Customer, Search/Delete/Update Customer Details, and Quantity of Instruments. The user can view, delete, add or change entries in customer, order and product.
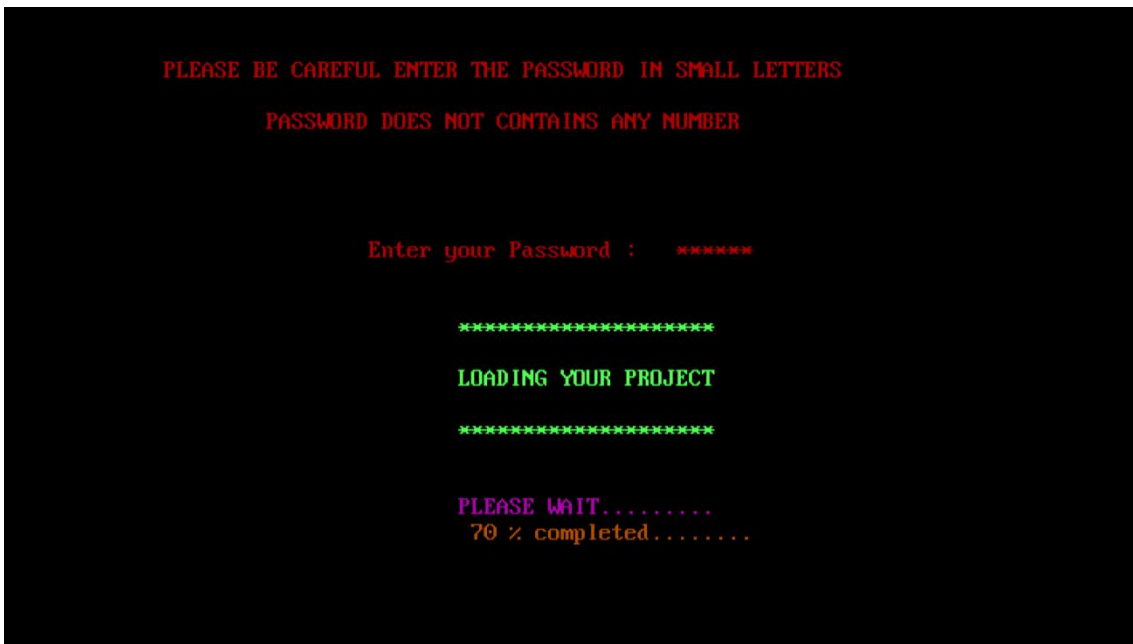
FIG: Enter Password to login(or continue).

Main Menu

This item includes sub-items 'New Customer', 'Existing Customer', 'Search a Record', 'Delete a Record', and 'Modify a Record ', 'Quantity Available.

They are grouped alphabetically to facilitate a convenient search. All attributes of the customers are listed.

It is possible to select one and delete or change the customer details. For adding a new customer the clerk has to choose the sub-item 'Add customer' which opens a new window. The same is applies to the other sub-item.

FIG: Main Menu

1.1 New Costumer Details Entry

```
                         MELODY MUSICAL STORE


     Customer ID :                     267

     Customer name :                   Akash Singh

     Customer adress :                 49, Knowledge park III, GN, UP

     Costumer Phone number :           224105

     Bill no.                          456


         DO you want to save the record(y/n)     y


  DO YOU WANT TO PURCHASE ANYTHING (Y/N) :  _
```

A. If purchased something then

```
                        =============
                        !!  LIST  !!
                        =============
     ************************************************************************
     *----------------------------------------------------------------------*
     *!                                                                    !*
     *!         1.  GUITAR                                                 !*
     *!         2.  KEYBOARD                                               !*
     *!         3.  TABLA                                                  !*
     *!         4.  HARMONIUM                                              !*
     *!         5.  UKULELE                                                !*
     *!         6.  TRUMPET                                                !*
     *!         7.  SEXOPHONE                                              !*
     *----------------------------------------------------------------------*
     ************************************************************************


  Enter your choics :
```

A.1 Guitar Section

```
                  ===================
                  ¦¦  GUITAR TYPE  ¦¦
                  ===================
  ***********************************************************************
  *-----------------------------------------------------------------------*
  *¦                                                                    ¦*
  *¦       1. ACOUSTIC GUITAR                                           ¦*
  *¦       2. BASS GUITAR                                               ¦*
  *¦       3. CLASSICAL GUITAR                                          ¦*
  *¦       4. ELECTRICAL GUITAR                                         ¦*
  *-----------------------------------------------------------------------*
  ***********************************************************************


  Enter your choice :
```

A.1.1. Acoustic Guitar Section

```
                  ========================
                  ¦¦  ACOUSTIC GUITAR  ¦¦
                  ========================
  ***********************************************************************
  *-----------------------------------------------------------------------*
  *¦       ITEMS                                      RATE           ¦*
  *¦ ////////////////////////////////////////////////////////////// ¦*
  *¦       1. HERTZ HZA-3801E (LINDEN WOOD)           9999/-         ¦*
  *¦       2. GIVSON G-150 (ROSEWOOD)                 4999/-         ¦*
  *¦       3. HERTZ HZA 4000 EQ (LINDEN WOOD)         8999/-         ¦*
  *¦       4. GIVSON VENUS (LINDEN WOOD)              5999/-         ¦*
  *¦       5. YAMAHA F310 GUITAR                      9599/-         ¦*
  *-----------------------------------------------------------------------*
  ***********************************************************************


  Enter your choice :      1

        DO you want to purchase more(y/n)
```

A.1.2 Bass Guitar Section

```
                    ==================
                    ¦¦  BASS GUITAR  ¦¦
                    ==================

   *************************************************************************
   *-----------------------------------------------------------------------*
   *¦          ITEMS                                       RATE           ¦*
   *¦ //////////////////////////////////////////////////////////////////. ¦*
   *¦        1. FENDER ELECTRIC BASS GUITAR                95999/-        ¦*
   *¦        2. GIVSON ELECTRIC BASS GUITAR                13999/-        ¦*
   *-----------------------------------------------------------------------*
   *************************************************************************


 Enter your choice :    2

        DO you want to purchase more(y/n)
```

A.1.3. Classical Guitar

```
                    =========================
                    ¦¦  CLASSICAL GUITAR  ¦¦
                    =========================

   *************************************************************************
   *-----------------------------------------------------------------------*
   *¦          ITEMS                                       RATE           ¦*
   *¦ //////////////////////////////////////////////////////////////////. ¦*
   *¦        1. YAMAHA C40M                                 7999/-        ¦*
   *¦        2. VAULT EC3970SK                             16999/-        ¦*
   *¦        3. ALVAREZ RC26                               16999/-        ¦*
   *¦        4. CORT AC250CF                               27999/-        ¦*
   *¦        5. FENDER ECS80 NS                            13599/-        ¦*
   *¦        6. ORTEGA R122SN                              14999/-        ¦*
   *-----------------------------------------------------------------------*
   *************************************************************************


 Enter your choice :    1

        DO you want to purchase more(y/n)
```

A.1.4. Electric Guitar

```
          =========================
          ||  ELECTRIC GUITAR  ||
          =========================

*******************************************************************
*-----------------------------------------------------------------*
*|            ITEMS                              RATE           |*
*| //////////////////////////////////////////////////////////. |*
*|        1. VAULT ST1                          7999/-          |*
*|        2. FRENDER SQUIER MMSTRATOCASTER      11999/-         |*
*|        3. CORT X100                          14999/-         |*
*|        4. ESP LTD EC 256FM                   33999/-         |*
*|        5. IBANEZ SA260FM                     31999/-         |*
*|        6. JACKSON JS12                       19999/-         |*
*-----------------------------------------------------------------*
*******************************************************************


Enter your choice :     1

        DO you want to purchase more(y/n)
```

A.2 Keyboard Section

```
          ==================
          ||  KEYBOARD  ||
          ==================

*******************************************************************
*-----------------------------------------------------------------*
*|            ITEMS                              RATE           |*
*| //////////////////////////////////////////////////////////. |*
*|        1. CASIO CTK 2550                     7599/-          |*
*|        2. CASIO SA 78                        3499/-          |*
*|        3. CASIO CTK 3500                     9999/-          |*
*|        4. YAMAHA PSR F 51                    10999/-         |*
*|        5. YAMAHA PSS F30                     4999/-          |*
*|        6. TRINITY PA 51X                     4999/-          |*
*-----------------------------------------------------------------*
*******************************************************************


Enter your choice :     6

        DO you want to purchase more(y/n)y_
```

A.3. Tabla Section

```
                     =============
                     ||  TABLA  ||
                     =============

     *****************************************************************
     *---------------------------------------------------------------*
     *|           ITEMS                              RATE           |*
     *| ////////////////////////////////////////////////////////// |*
     *|       1. AKSHAR TABLA MART                   5999/-          |*
     *|       2. R R MUSICAL TABLA                   3499/-          |*
     *|       3. SG MUSICAL TABLA                    4999/-          |*
     *|       4. DEV MUSICAL TABLA                   10999/-         |*
     *|       5. BABA SURJAN SINGH TABLA             3999/-          |*
     *---------------------------------------------------------------*
     *****************************************************************


 Enter your choice :     3

         DO you want to purchase more(y/n)
```

A.4. Harmonium Section

```
                   =================
                   ||  HARMONIUM  ||
                   =================

     *****************************************************************
     *---------------------------------------------------------------*
     *|           ITEMS                              RATE           |*
     *| ////////////////////////////////////////////////////////// |*
     *|       1. JV MUSICALS HAR003 HARMONIUM        7599/-          |*
     *|       2. RAJA HAR_1 440 HARMONIUM            6999/-          |*
     *|       3. MMB 9 STOPPER  HARMONIUM            18599/-         |*
     *|       4. JSR SH1297 HARMONIUM                9999/-          |*
     *|       5. PAL MUSIC HOUSE HARMONIUM           18599/-         |*
     *---------------------------------------------------------------*
     *****************************************************************


 Enter your choice :     2

         DO you want to purchase more(y/n)
```

A.5. Ukulele

```
                    ===============
                    ¦¦  UKULELE  ¦¦
                    ===============
  ***********************************************************************
  *-----------------------------------------------------------------------*
  *¦            ITEMS                              RATE        ¦*
  *¦ ////////////////////////////////////////////////////////////////. ¦*
  *¦        1. KADENCE CONCERT UKULELE              3599/-     ¦*
  *¦        2. HERTZ SOPRANO UKULELE                4599/-     ¦*
  *¦        3. ZABEL ZBL U21 BRN SOPRANO UKULELE    2499/-     ¦*
  *¦        4. PLUSE SOPRANO UKULELE                3999/-     ¦*
  *-----------------------------------------------------------------------*
  ***********************************************************************

Enter your choice :    3

      DO you want to purchase more(y/n)
```

A.6. Trumpet

```
                    ===============
                    ¦¦  TRUMPET  ¦¦
                    ===============
  ***********************************************************************
  *-----------------------------------------------------------------------*
  *¦            ITEMS                              RATE        ¦*
  *¦ ////////////////////////////////////////////////////////////////. ¦*
  *¦        1. NASIR ALI NACIT BB TRUMPET           3599/-     ¦*
  *¦        2. KANHA HUB BB TRUMPET                 3599/-     ¦*
  *¦        3. JAIBHARAT MUSICAL BB TRUMPET         4999/-     ¦*
  *¦        4. SEIMENTO STR 54512 PRO               5999/-     ¦*
  *-----------------------------------------------------------------------*
  ***********************************************************************

Enter your choice :    1

      DO you want to purchase more(y/n)_
```

A.7. Sexophone

```
                  ================
                  ::  SEXOPHONE  ::
                  ================

    *******************************************************************
    *------------------------------------------------------------------*
    *:           ITEMS                                  RATE          :*
    *: ///////////////////////////////////////////////////////////// :*
    *:      1. KADENCE KXC KAD SAX KCX SEXOPHONE        41999/-       :*
    *:      2. SEIMENTO TUNED STR 00714258 SEXOPHONE    11999/-       :*
    *:      3. RAGHAV ASSOCIATES ALTO SEXOPHONE          9999/-       :*
    *:      4. INFINITY ALTO LS S01 SEXOPHONE           39999/-       :*
    *:      5. ROLAND AE 10 DIGITAL SEXOPHONE           82999/-       :*
    *------------------------------------------------------------------*
    *******************************************************************


Enter your choice :      3

         DO you want to purchase more(y/n)
```

A. Purchased Items Cash Memo

```
                             CASH MEMO

    ================================================================
    ITEMS                          QUANTITY                PRICE(Rs.)
    ================================================================

    KEYBOARD                          1                    Rs.3499

    HARMONIUM                         1                    Rs.6999

    UKULELE                           1                    Rs.2499

    TRUMPET                           1                    Rs.3599

    SEXOPHONE                         1                    Rs.9999
    ================================================================
    TOTAL:                            5                    Rs.26595

         THANK YOU .               VISIT US AGAIN


         THANK YOU FOR USING OUR SERVICE
```

2. Existing Customer (if record found then purchase otherwise register 1st)

```
    Enter Customer ID you want to SEARCH : 267



      Customer ID :267

      Customer name :Akash Singh

      Customer adress :49, Knowledge park I

      Costumer Phone number :224105




      Customer Bill number :456

  DO YOU WANT TO PURCHASE ANYTHING (Y/N) :  y
```

3. Search a Customer Details.

```
    Enter Customer ID you want to SEARCH : 423



      Customer ID :423

      Customer name :Vicky Kumar

      Customer adress :Sector 71, Noida, UP

      Costumer Phone number :223459




      Customer Bill number :984
```

4. Delete a Customer Record.

```
Enter Customer ID you want to DELETE : 423



    Customer ID :423

    Customer name :Vicky Mehta

    Customer adress :Sector 71, Noida, UP

    Costumer Phone number :223412




    Customer Bill number :965

Are you sure want to DELETE this record ? (y/n)          _
```

## 5.Update a Customer details

```
    Now the file contains



    Customer ID :423

    Customer name :Vicky Mehta

    Customer adress :Sector 71, Noida, UP

    Costumer Phone number :223412




    Customer Bill number :965
    _
```

6. Quantity of Items Available.

```
=====================================================================
 ITEMS                          QUANTITY
=====================================================================

 GUITAR (ACOUSTIC)                 65

 GUITAR (BASS)                     50

 GUITAR (CLASSICAL)                46

 GUITAR (ELECTRICAL)               28

 KEYBOARD                          41

 TABLA                             54

 HARMONIUM                         51

 UKULELE                           39

 TRUMPET                           29

 SEXOPHONE                         34
*********************************************************************
```

0. Exit

```
                         THANKS _
```
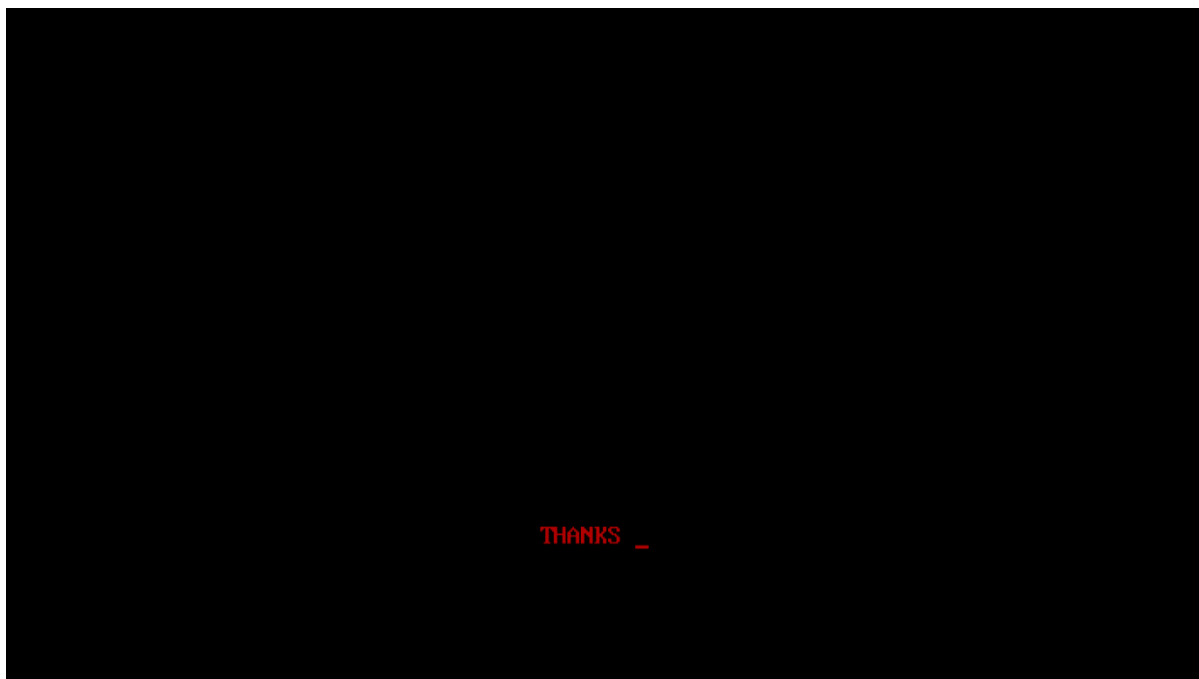
FUTURE SCOPE

1. This project will help the customer in fast reporting.

2.This project enable shop owner to maintain a great data base of all Customer ' s details from the software.

3. Project will enable to see report regarding query.

4. It is easy to maintain in future prospect.

CONCLUSION

This was my project of System Design about "MUSIC SHOP MANAGEMENT SYSTEM ".
Development of this System takes a lot of efforts. I think this system gave a lot of
satisfaction. Though every task is never said to be perfect in this development field even
more improvement may be possible in this system. I learnt so many things and gained a
lot of knowledge about development field. I hope this will prove fruitful.

BIBLIOGRAPHY

1.Books referred = the complete reference 4 edition by Herbert schildt .

2. c/c++ programming book from pragya publication

3.Websites referred = google.com , stackoverflow.com, geeksforgeeks.com , javatpoint.com.