LAB 211 Assignment

Type: Long Assignment Code: J1.L.P0019

LOC: 500 Slot(s): N/A

Title

Flower Store Management

Background

Write a program to **manage a flower store**. The program implements the terminology of the Object-Oriented Programming (OOP) paradigm. OOP is one of the best choosing ways to design software programs.

In this assignment, we will use the **Set<Flower> structure** to store a collection of objects since it is a unique flower species.

Program Specifications

Build the **Flower Store project** with the **menu** as follows:

Manage flower

- 1. **Add** a flower
- 2. Find a flower
- 3. **Update** a flower
- 4. **Delete** a flower
 - **Manage Order**
- 5. Add an order
- 6. Display orders
- 7. **Sort** orders
- 8. Save data
- 9. Load data
- 10. Quit

Each menu choice should invoke an appropriate function to perform the selected menu item. Your program must display the menu after each task and wait for the user to select another option until the user chooses to quit the program.

Features:

Function 1. Add a flower - 50 LOC

- Require to input a pet: id, description, import date, unit price, and category.
- The system should check the valid data with the following conditions:
 - All fields are not allowed null.
 - The id field must be unique.
 - The length of the description field must be from 3 to 50 characters.
 - The import date field must be a valid date format.
 - The unit price field must be a positive number.

- Add the flower to the collection of flowers.
- Ask to continue adding a new flower or go back to the main menu.

Function 2. Find a flower - 50 LOC

- User is required to input the flower id or flower name.
- If the flower does not exist, the message "The flower does not exist" is displayed. Otherwise, display
 the flower.

Function 3. Update a flower - 50 LOC

- User is required to input the flower name.
- If the flower does not exist, the message "The flower does not exist" is displayed. Otherwise, the user
 can edit the flower.
- Show the result of the update: success or failure.

Function 4. Delete a flower – 50 LOC

- User is required to input the flower id.
- If the flower does not exist, the message "The flower does not exist" is displayed. Otherwise, the user
 can delete the flower.
- The screen must show the confirmation message before deleting.
- The flower cannot be deleted if it has already existed in an order detail.
- Show the result of the deletion: success or failure

Function 5. Add an order - 50 LOC

- An order includes an order header and several order details. The order header includes the order id, the order date, and the customer's name. The order detail includes the order detail id, the flower id, the quantity, and the flower cost.
- The system should check the valid data with the following conditions:
 - All fields are not allowed null.
 - The id fields must be unique.
 - The order date field must be a valid date format.
 - The quantity field must be a positive integer.
 - The flower cost field is the field calculated as follows: flower cost = quantity x unit price.
- Add the order to the collection of orders.
- Ask to continue adding a new order or go back to the main menu.

Function 6. Display orders – 50 LOC

- User is required to input a start and end date.
- The screen should show orders base on inputted date range as below if applicable.

LIST ORDERS FROM 10/01/2022 TO 10/31/2022

No.	Order Id	Order Date	Customer	Flower	Order Total
				Count	
1	0006	10/01/2022	John Smith	3	\$ 160
2	0007	10/15/2022	Bill Jamie	5	\$ 220
3	0008	10/26/2022	John Smith	2	\$ 60
	Total			10	\$ 440

Function 7. Sort orders – 50 LOC

- User is required to input a sorted field (order id or order date or customer name or order total) and the sort order (ASC, DESC).
- Sort and display the collection of orders as below.

LIST OF ORDERS

Sorted by : Order Date

Sort order: ASC

No.	Order Id	Order Date	Customer	Flower	Order Total
				Count	
1	0006	10/01/2022	John Smith	3	\$ 160
2	0007	10/15/2022	Bill Jamie	5	\$ 220
3	0008	10/26/2022	John Smith	2	\$ 60
	Total			10	\$ 440

Function 8. Save data - 50 LOC

- The system saves the collection of flowers to the binary file that named with flowers.dat.
- The system saves the collection of orders to the binary file that named with orders.dat.

Function 9. Load data - 50 LOC

- The system loads the collection of pets from the flowers.dat file.
- The system loads the collection of orders to orders.dat file.

Function 10. Quit - 50 LOC

- Exit the program.
- The application must show the confirmation message before exiting.
- The application must save data to files if data has changed.

The above specifications are only **basic information**; you must perform a **requirements analysis step and build the application according to real requirements.**

The lecturer will explain the requirement only once in the first slot of the assignment.