

# Project 1 (C++): Video Rental Store

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- ❑ For a rental store: a program should keep track of customers borrowing and returning movies
  - ❑ What are the objects?
  - ❑ Rental item data: title, quantity on hand, & ID
  - ❑ Customers data: name, phone, number of movies borrowed and their IDs
  - ❑ The movie data is stored in a file with a letter indicating the movie category ('f' for feature, 'c' for comedy, 'h' for horror)
  - ❑ When data is read into memory, the information is stored numerically (1='f', 2='c' 3='h')
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# Video Rental Store cont'd

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- ❑ when data is displayed it is displayed as words ('feature', 'comedy', 'horror')
  - ❑ when a customer returns a movie, the user enters his/her phone number to search the database
  - ❑ after verification: the quantity on hand is decremented and movie id is added to the list of movie id borrowed by this customer
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# Case Study: Video Rental Store

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- ❑ main() does not ask the user to enter data and does not output anything itself
  - ❑ Try to find out
    - who is asking the user to enter the phone number of a customer?
    - Where is an error message is printed in case the customer ID does not exists?
    - Who is responsible to update the files? etc.
  - ⇒ A well-designed program pushes responsibility from client code to server code
  - ⇒ Client code thus expresses the meaning of computations, not details of computations
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