Inventory

-ISBN:string
-title:string
-author:string
-publisher:string
-dateAdded:string
-retail:double
-wholeSale:double
-bookInStock:int
-bookCount:static int
-quantity:int

+InventoryMenu:(*:Inventory):void static
+lookUpBook(*:Inventory):virtual void
+addBook:(*:Inventory):void
+editBook:(*:Inventory):void
+deleteBook:(*:Inventory):void
+deallocatePtr():void
+duplicateChecker:(*:Inventory):void
+increaseQuant():void
+getISBN():string
+getTitle():string
+getAuthor():string
+getPublisher():string
+getIDateAdded():string
+getRetail():double
+getWholeSale():double
+getQuantity():int
+setISBN(string):void
+setTitle(string):void
+setAuthor(string):void
+setPublisher(string):void
+setIDateAdded(string):void
+setRetail(double):void
+setWholeSale(double):void
+setQuantity(quantity:int):void
+= (*in: Inventory:const):void
+friend ostream <<(&:ostream,*:Inventory:const):&ostream
+friend stream >>(&:istream,*:Inventory):&istream
+friend ==(&:Inventory:const,&Inventory:const):bool
+friend <(&:Inventory:const,&Inventory:const):bool
+getcount():int
+setCount(c:int):void

InterfaceScreen

+mainMenu(*ptr:Inventory):void

Cashier

+cashierMenu(*:Inventory): void static
+getDate():string
+setBook(*:Inventory): void
+lookUpBook(*:Inventory):void
+printInfo(*:Inventory):void

reportModule

+reportMenu(*invPtr:Inventory):void static
+wholeSaleList(*:Inventory):void
+retailList(*:Inventory):void
+listByCost(*:Inventory):void
+listByAge(*:Inventory):void
+listByQuantity(*:Inventory):void

date

-month:string
-day:int
-mo:int
-year:int
+setDay(*ptr:Inventory):void
+setMonth(*ptr:Inventory):void
+setYear(*ptr:Inventory):void
+setBook(*ptr:Inventory):void
+setDateAdded(*ptr:Inventory):void
+getDay():int
+getYear():int
+getMonth():int
+getInfo():string
+friend >(&:date:const,&:date:const):bool