MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)

Project Report

on

BOOK SHOP

Submitted by:

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Submitted to:

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CERTIFICATE

This is certified that **PRACHI GAYAKWAD** (0901CA211038) has submitted the project report titled **Book Shop** under the mentorship of **Dr. Anshu Chaturvedi** (Professor), as the skills based mini project in 1st year of Master of Computer Application in Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.

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DECLARATION

I hereby declare that the work being presented in this project report, for the fulfilment of partial requirement of the skills based mini project in 1st year of Master of Computer Application in Computer Science and Engineering at Madhav Institute of Technology & Science, Gwalior is an authenticated and original record of my work under the mentorship of **Dr. Anshu Chaturvedi** (Professor), MITS Gwalior.

I declare that I have not submitted the matter embodied in this report anywhere else.

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ABSTRACT

The **Book Shop** project I have created different functions for different menus in my minor project. The main aim of this minor project is to buy book online. A book shop maintains the inventory of books that are being sold at the shop. The list includes details such as author, title, price, publisher and stock position.

Whenever a customer wants a book, the sales person inputs the title and author and the system searches the list and displays whether it is available or not. If it is not, an appropriate message is displayed.

If it is, then the system displays the book details and requests for the number of copies required. If the requested copies book details and requests for the number of copies required. If the requested copies are available, the total cost of the requested copies is displayed; otherwise, the message "Required copies not in stock" is displayed. Design a system using a class called books with suitable member functions and Constructors. Use new operator in constructors to allocate memory space required. Implement C++ program for the system.

CONTENTS

Chapter 1: INTRODUCTION

The introduction of a book shop project report in C++ could provide an overview of the project, including its purpose, objectives, and scope. The introduction could also include a brief description of the book shop business, such as its location, target market, and competitors. The introduction could also discuss the problem that the project aims to solve, such as the need for an efficient and user-friendly system to manage the inventory and sales of a book shop. The introduction could also mention how the project will benefit the book shop, such as by streamlining operations, reducing errors and increasing accuracy, and providing valuable data for decision making. Finally, the introduction could provide a brief overview of the methods and techniques used in the project, such as the use of C++ and object-oriented programming principles.

The list includes details such as author, title, price, publisher, stock position, etc. Whenever a customer wants a book, the shopkeeper inputs the title and author of the book and the system replies whether it is in the list or not. If it is not, an appropriate message displayed. If book is in the list, then the system displays the book details and asks for number of copies. If the requested copies are available the total cost of the books is displayed; otherwise, the message "Required copies not in stock" is displayed.

Chapter 2: OBJECTIVE

The objective of the book shop project in C++ could have been to create a computer program that effectively manages the inventory and sales of a book shop. The program should be able to perform tasks such as adding new books, displaying available books, and processing customer purchases. Additionally, the program should be written in C++ using object-oriented programming principles, such as classes and objects, to make it easy to understand, modify, and maintain. The program should also have a user-friendly interface, making it easy for employees and customers to use. The overall goal of the project could have been to create a useful tool for managing the day-to-day operations of a book shop.

One major objective is to learn problem-solving strategy, trust, calculated risk taking, etc. A book shop maintains the inventory of books that are being sold at the shop. The list includes details such as author, title, price, publisher and stock position. We can buy books easily by this system. Whenever a customer wants a book, the sales person inputs the title and author and the system searches the list and displays whether it is available or not.

Chapter 3: CODE

```
#include<iostream>
#include<string.h>
#include<stdlib.h>

using namespace std;

class book      {
private:
        char *author,*title,*publisher;
        float *price;
        int *stock;
public:
        book() {
        author= new char[20];
        title=new char[20];
        publisher=new char[20];
        price= new float;
        stock=new int;
        }
        void feeddata();
        void editdata();
        void showdata();
        int search(char[],char[]);
        void buybook();

};

void book::feeddata() {
        cin.ignore();
        cout<<"\nEnter Author Name: ";      cin.getline(author,20);
        cout<<"Enter Title Name: ";       cin.getline(title,20);
        cout<<"Enter Publisher Name: "; cin.getline(publisher,20);
        cout<<"Enter Price: ";          cin>>*price;
        cout<<"Enter Stock Position: "; cin>>*stock;

}

void book::editdata()  {

        cout<<"\nEnter Author Name: ";      cin.getline(author,20);
        cout<<"Enter Title Name: ";       cin.getline(title,20);
        cout<<"Enter Publisher Name: "; cin.getline(publisher,20);
        cout<<"Enter Price: ";          cin>>*price;
        cout<<"Enter Stock Position: "; cin>>*stock;

}
```

```
void book::showdata()          {
        cout<<"\nAuthor Name: "<<author;
        cout<<"\nTitle Name: "<<title;
        cout<<"\nPublisher Name: "<<publisher;
        cout<<"\nPrice: "<<*price;
        cout<<"\nStock Position: "<<*stock;

}

int book::search(char tbuy[20],char abuy[20] )        {
        if(strcmp(tbuy,title)==0 && strcmp(abuy,author)==0)
                return 1;
        else return 0;

}

void book::buybook() {
        int count;
        cout<<"\nEnter Number Of Books to buy: ";
        cin>>count;
        if(count<=*stock)      {
                *stock=*stock-count;
                cout<<"\nBooks Bought Sucessfully";
                cout<<"\nAmount: Rs. "<<(*price)*count;
        }
        else
                cout<<"\nRequired Copies not in Stock";
}

int main()      {
        book *B[20];
        int i=0,r,t,choice;
        char titlebuy[20],authorbuy[20];
        while(1)        {
                cout<<"\n\n\t\tMENU"
                <<"\n1. Entry of New Book"
                <<"\n2. Buy Book"
                <<"\n3. Search For Book"
                <<"\n4. Edit Details Of Book"
                <<"\n5. Exit"
                <<"\n\nEnter your Choice: ";
                cin>>choice;

                switch(choice) {
                        case 1: B[i] = new book;
                                B[i]->feeddata();
                                i++;    break;

                        case 2: cin.ignore();
```

```
                cout<<"\nEnter Title Of Book: "; cin.getline(titlebuy,20);
                cout<<"Enter Author Of Book: "; cin.getline(authorbuy,20);
                for(t=0;t<i;t++)        {
                        if(B[t]->search(titlebuy,authorbuy)) {
                                B[t]->buybook();
                                break;
                        }
                }
                if(t==1)
                cout<<"\nThis Book is Not in Stock";

                break;
        case 3: cin.ignore();
                cout<<"\nEnter Title Of Book: "; cin.getline(titlebuy,20);
                cout<<"Enter Author Of Book: "; cin.getline(authorbuy,20);

                for(t=0;t<i;t++)        {
                        if(B[t]->search(titlebuy,authorbuy)) {
                                cout<<"\nBook Found Successfully";
                                B[t]->showdata();
                                break;
                        }
                }
                if(t==i)
                cout<<"\nThis Book is Not in Stock";
                break;

        case 4: cin.ignore();
                cout<<"\nEnter Title Of Book: "; cin.getline(titlebuy,20);
                cout<<"Enter Author Of Book: "; cin.getline(authorbuy,20);

                for(t=0;t<i;t++)        {
                        if(B[t]->search(titlebuy,authorbuy)) {
                                cout<<"\nBook Found Successfully";
                                B[t]->editdata();
                                break;
                        }
                }
                if(t==i)
                cout<<"\nThis Book is Not in Stock";
                break;

        case 5: exit(0);
        default: cout<<"\nInvalid Choice Entered";

            }
        }
        return 0;
}
```

Chapter 4: OUTPUT SCREENSHOTS

```
MENU
1. Entry of New Book
2. Buy Book
3. Search For Book
4. Edit Details Of Book
5. Exit

Enter your Choice: 1

Enter Author Name: Test Author
Enter Title Name: Test Title
Enter Publisher Name: Test Pub 1
Enter Price: 100
Enter Stock Position: 2
```

```
MENU
1. Entry of New Book
2. Buy Book
3. Search For Book
4. Edit Details Of Book
5. Exit

Enter your Choice: 2

Enter Title Of Book: Test Title
Enter Author Of Book: Test Author

Enter Number Of Books to buy: 1

Books Bought Sucessfully
Amount: Rs. 100
```

```
MENU
1. Entry of New Book
2. Buy Book
3. Search For Book
4. Edit Details Of Book
5. Exit

Enter your Choice: 5
```

Chapter 5: CONCLUSION

The book shop project in C++ has been successfully implemented with the use of object-oriented programming principles. The program is able to manage the inventory and sales of the book shop, including adding new books, displaying available books, and processing customer purchases. The use of classes and object-oriented programming has made the program easy to understand, modify, and maintain. Additionally, the program has a user-friendly interface which makes it easy for employees and customers to use. Overall, the book shop project in C++ has met the objectives set out at the beginning of the project, and it is a useful tool for managing the day-to-day operations of a book shop.

Chapter 6: REFERENCES

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