

COM S 213 – Fall 2004

Assignment #7

File Streams

Due October 28, 2004

Continuing in the spirit of the “free form” assignment, your assignment this week is to modify assignment #4 (Expanded Dealership) to load inventory from a text file as opposed to using a bunch of `Dealership::addToInventory()` calls in the `main()` function.

Modify the `Dealership` class from Assignment #4 (you may use your own solution or the solution posted on the web site as a starting point) to have one additional member function called `loadInventory(string filename)`. This member function takes a C++ string as its sole parameter and will use that parameter as the name of the file to open containing all of the inventory data. You get to design the format of the text file. You need to be able to have entries in the file which are either boats, bicycles or automobiles. Your `loadInventory` member function needs to be able to read in entries from the file, determine which type of entry each is and create an appropriate inventory record.

Since you will be designing the format of the text file the inventory is loaded from, you get to create the test data. You need to have at least 20 items in your inventory and at least 2 of each type.

Your `main()` function should declare an instance of the `Dealership` class, load the inventory with the new member function implemented in this assignment, and then print out the inventory. You need to turn in source for the revised `Dealership` class, your `main.cpp`, your text file and a sample run. You do not need to turn in any source related to `Boat`, `Bicycle` or `Automobile` as you shouldn't need to modify those.