

# Project 0

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## project 0: store application

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### functionality

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- place orders to store locations for customers
- get a suggested order for a customer based on his order history
- search customers by name
- display details of an order
- display all order history of a store location
- display all order history of a customer
- display order history sorted by earliest, latest, cheapest, most expensive
- display some statistics based on order history
- search customers by name
- save all data to disk in XML or JSON format
- load all data from disk
- input validation
- exception handling
- logging

### structure

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#### business logic

- class library
- contains all business logic
- contains entity classes (customer, order, store, product, etc.)
- documentation with XML comments
- has no dependency on UI or any input/output considerations

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## user interface

- interactive console application
- has only display- and input-related code
- low-priority component, will be replaced when we move to project 1
- recommend using repository pattern for separation of concerns

## test

- use TDD for some of the application
- focus on unit testing business logic; testing the console app is very low priority

## object model

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### customer

- has first name, last name, etc.
- has a default store location to order from
- cannot place more than one order from the same location within two hours

### order

- has a store location
- has a customer
- has an order time (when the order was placed)
- must have some additional business rules

### location

- has an inventory
- inventory decreases when orders are accepted
- rejects orders that cannot be fulfilled with remaining inventory
- relationship between products sold and inventory required must have some complexity for at least one product
- has order history

### products

# technologies

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- C#/.NET
- xUnit, NUnit, or MSTest
- Serilog or NLog

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