SHOPPING MART

USING PYTHON

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Objective:

Implement an interactive shopping mart scenario where the shopping mart has 10 items and they belong to three categories: Apparels, Electronics or Eatables.

Motivation:

The motivation for this project is to make the interaction of the customer comfortable and creative.

The customer can save their time as they wouldn't find the need to hustle to buy their desired product.

Also, the Seller can earn more profit as fewer human resources are used.

Introduction

The customer firstly enters the program and is greeted. The customer is then shown the products that are available at the shop.

The customer is then asked if they would buy in bulk. If not then they are a regular customer.

REGULAR CUSTOMER:

The customer has to enter the items codes of the product they want to buy.

If the customer enters an invalid code, you have to print an error message (decide yourself what the message should be) and skip this item.

The details of the order are shown to customer in the ascending order of their codes. Also, the category wise (apparels, electronics, eatables) are shown to the customer as well.

Discounts (before taxes):

- 10% on Apparels>=2000
- 10% on Electronics>=25000
- 10% on Eatables>=500

Discounted prices on each category, total discount and total cost is shown to the customer.

Taxes:

- Apparels:10%
- Electronics:15%
- Eatables:5%

The taxes on each category is shown along side total tax and total cost to the customer.

Coupons(case-sensitive):

- HELLE25: Total cost is >=25000, (up to 5000)
- CHILL50: Total cost is >=50000, (up to 10000)

If the coupon is valid, discount on coupon as well as total cost is displayed.

The customer is then shown the gratitude for visiting and is asked if they want to continue.

If the customer says yes then the program starts again and if the user says no then the program exits.

BULK CUSTOMER:

In case the customer is a bulk buyer, the only change is the way the order is taken from the customer.

In this case, the program has to keep on asking the customer which item they wish to buy, and its quantity. For every question the program ask, the customer has to enter 2 space separated integers denoting item code and item quantity respectively. The program has to keep on taking input from the customer until the customer leaves the input blank, in which case the program

has to assume that the customer has ordered everything they wish to and their order is complete.

The item and quantity of the product is simultaneously shown to the customer what they are ordering in bulk until the user leave blank as an input.

Modules/Functionalities:

1. Take input from customer.
2. Calculates discounts on total cost.
3. Calculates tax on total cost.
4. Calculates total cost after coupons are applied.
5. Total cost is displayed to the customer.

Flow chart of project:

Software and Hardware used:

1. Python
2. Visual Studio Code

Conclusion:

The customer can buy a product easily and swiftly without any constraints.

Bibliography:

- Python Bootcamp (Udemy course)