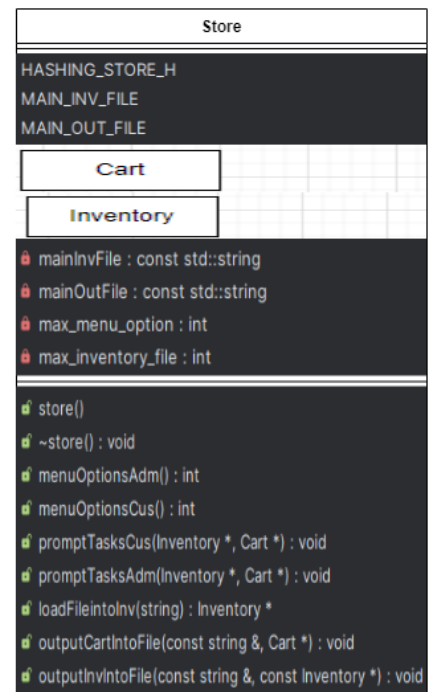
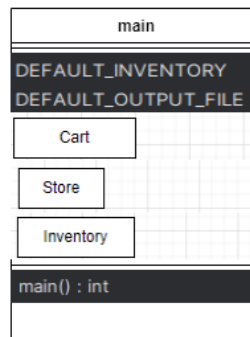
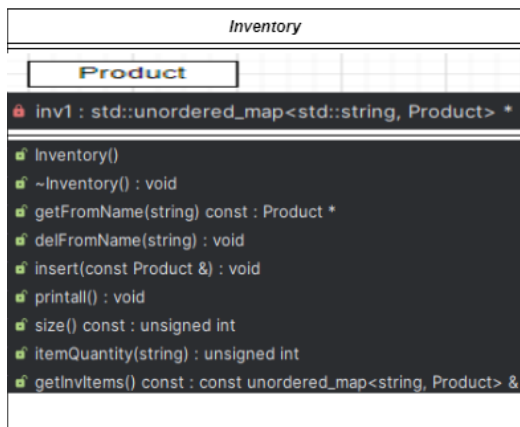
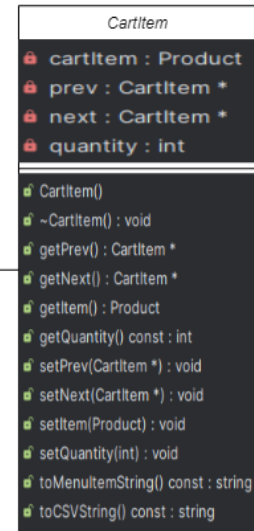
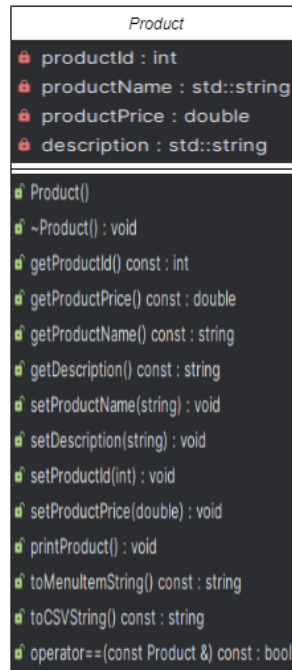
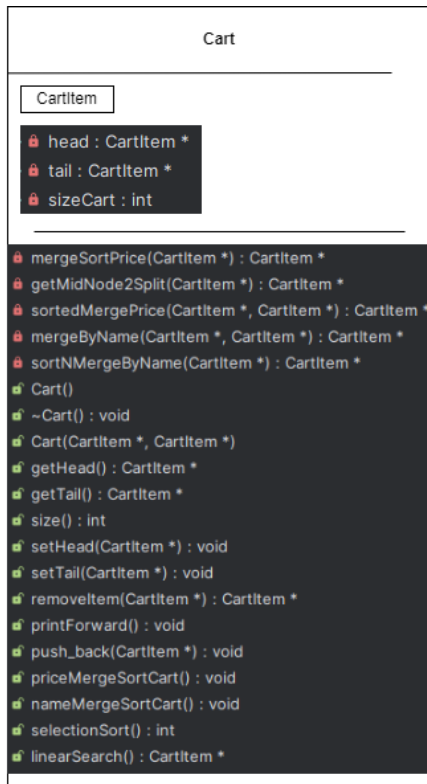


Shopping Cart System Project Proposal

Summary of Project Goals

- To provide users with a simple and efficient online shopping experience.
- Enable users to browse products, add and remove items from the shopping cart, and proceed to checkout.
- Utilize a HashMap for fast retrieval of product information from the inventory.
- Employ a LinkedList to maintain the order of items in the shopping cart.

UML:



Development Stages:

Stage 1: Topic and component of the program Figure out class building order based on the effect it do the the others:

Product->CartItem->Cart->Inventory->Store->main->test.

Stage 2: Basic Class Setup

- Implement basic classes with their attributes and methods.

Stage 3: Integration and Functionality Development -Fill more details and enable communications among classes

Stage 4: Testing and Refinement

- Write tests for each class and method.
- Refine code for smooth integration.

Stage 5: Future improvements

- Add User Object.
 - Make a login and sign up screen and have user info stored in the backend so program can remember certain users purchase history