

UNIVERSITY OF MANAGEMENT AND TECHNOLOGY

Object Oriented Programming (Theory)

Project:

Online Shopping System

Project Report

Project Overview

The project is a console-based application implemented in C++. It features a basic user management system, allowing users to register, log in, manage a shopping cart, maintain a wishlist, and interact with a review system. The project includes various classes and functions to handle these features, ensuring a structured and modular approach to the problem.

D:\study\Semester_2\OOP\project\FinalProjectCode\finalCode.exe

Key Features

1. User Management:

- Registration: Users can register by providing their name, email, password, address, and phone number. User details are saved to a file.
- Login: Users can log in using their email and password, which are verified against stored details.

2. Product Management:

- Add to Cart: Users can add products to their shopping cart.
- o View Cart: Users can view the products in their cart.
- o Remove from Cart: Users can remove products from their cart.
- o Checkout: Users can view their bill and checkout.

```
ogin successful.
 lenu:
  . View all available products
    Add product to cart
    Remove product from cart
    View cart
Show bill
  . Checkout
 . Add product to wishlist
. View wishlist
    Remove product from wishlist
10. Add product review
11. View product reviews
 12. Customer support
13. Logout
Enter your choice: 1
Available Products:
Vame: Shampoo, Code: P002, Price: $120, Quantity: 100
Vame: Soap , Code: P001, Price: $75, Quantity: 100
Vame: Cloth 2 piece, Code: P003, Price: $3969, Quantity: 30
Vame: Shamoo, Code: P002, Price: $25, Quantity: 12
Vame: Shampp, Code: P004, Price: $15, Quantity: 15
Vame: Shampp, Code: p002, Price: $12, Quantity: 18
```

3. Wishlist:

- Add to Wishlist: Users can add products to their wishlist.
- o View Wishlist: Users can view the products in their wishlist.
- Remove from Wishlist: Users can remove products from their wishlist.

```
Enter your choice: 8
Wishlist:
Shampoo - $12 x 2
```

4. Review System:

- o Add Review: Users can add reviews for products.
- o View Reviews: Users can view reviews for products.

```
Enter your choice: 11
Enter product code to view reviews: p002
Reviews for Shampoo:
1. It is a good product, You must use it.
```

5. Support:

Users can contact support for help.

```
Enter your choice: 12
Contacting support...
Support Email: support@example.com
Support Phone: 123-456-7890
```

Code Structure

The application is structured around several key classes:

- User: Manages user registration and login, and stores user details.
- Product: Represents a product with attributes such as name, code, price, and quantity.
- Cart: Manages the shopping cart, allowing users to add, view, and remove products.
- Wishlist: Manages the wishlist, allowing users to add, view, and remove products.
- Review: Handles the review system, allowing users to add and view reviews.

Code Example

Here is a snippet of the user registration function:

```
class User {
private:
   int userId;
   string name;
    string email;
    string password;
    string address;
    string phoneNumber;
   bool checklogin;
    void saveUserToFile() {
       ofstream file("user.txt");
        if (file.is_open()) {
            file << userId << "\n" << name << "\n" << email << "\n" << password << "\n" << address
    bool loadUserFromFile() {
        ifstream file("user.txt");
        if (file.is_open()) {
            file >> userId;
            file.ignore():
```

```
void registerUser() {
    cout << "\nEnter your details to Register:\n";</pre>
    cout << "Enter name: ";</pre>
    cin.ignore();
    getline(cin, name);
    cout << "Enter email: ";</pre>
    cin >> email;
    cout << "Enter Password: ";
    cin >> password;
    cout << "Enter your Address: ";
    cin.ignore();
    getline(cin, address);
    cout << "Enter your Phone Number: ";</pre>
    cin >> phoneNumber;
    userId = rand() % 10000;
    saveUserToFile();
    cout << "\nRegistration successful. Your User ID is: " << userId << "\n";</pre>
```

Project Limitations

Despite its functionality, the project has some limitations:

1. Single User Interface:

o The current implementation does not support multiple users. The user details are stored in a single file (user.txt), which is overwritten every time a new user registers. This means that only one user can be registered at a time, and any previous user information is lost.

2. Security Concerns:

 User credentials are stored in plain text within a file, which poses a security risk. There is no encryption or secure storage mechanism for sensitive user information.

3. Limited Error Handling:

 The application has limited error handling and validation for user inputs. For example, it does not check for valid email formats or strong passwords.

4. User Experience:

The application is purely console-based, which may not be user-friendly for all users. There is no graphical user interface (GUI) to enhance the user experience.

Conclusion

The project successfully demonstrates the basic functionality of a user management and shopping system using C++. While it provides essential features such as user registration, login, shopping cart, wishlist, and review system, it has limitations including single-user support, security vulnerabilities, limited error handling. To enhance its practical utility, future improvements should focus on multi-user support, secure data storage, better input validation, and a user-friendly graphical interface. These upgrades will make the application more robust, secure, and scalable for real-world use.