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📖 **README.md**

PC PARTS APP (Homework)

🔗 Summary

A company for PC parts needs an application for ordering and buying PC parts. They decided to have a console application that will be for the clients and that can provide them with ordering and buying products. The company currently sells:

- Parts - Individual Parts
- Modules - Group of parts that go together
- Configurations - Whole PC Configurations with all the required modules

Requierments

The company needs these requirements to be implemented in 3 phases with each having a different deadline:

1. Making an order **21.04.2019**
   - The Application should give the client (user) the option to order products from the application
   - Parts can be ordered separately, the min quantity of buying being 1 and max being 10
   - Modules can be ordered separately, the min quantity of buying being 1 and max being 5
   - Configurations can be ordered separately but you can only order 1 configuration per order
   - The user can buy multiple products (mix parts, modules and configuration)
   - The user can have filter options before choosing:
     - All (shows all products of that type)
     - Price Range (shows products between a price range. Ex. 100$ - 300$)
     - Type (by a product type, depending on the product)
   - When an order is finished, there should be an option to check the order or continue to payment
   - The user can't select options that are not valid such as letters where there is a need for numbers or numbers that are larger than the numbers given
2. Making a payment **03.05.2019**
   - Homework 2
3. Refactoring and extra features **13.05.2019**
   - Homework 3

Flow

1. A user opens the app and a welcome message is shown. There are also three options :
   - Parts
   - Modules
   - Configurations
2. After choosing an option, filters are shown:
   - All products - (shows all products)
   - ByPrice - (requires min and max price and returns product between those numbers)

- Type - (requires the user to select a type and then shows all products of that type)

3. The user now sees the products that he chose, filtered by the filter he selected

4. He chooses a number of product and by choosing a number and pressing enter the item is added to his cart

5. The app then gives him a message that a product of type TYPE is added to the cart and asks the user to select one of the following:
   - Continue Shopping - Gives the same setup that they had (the product and filter they selected)
   - Choose something else - Gives the option to pick a type of product (parts , modules, configurations) and then gives the user a choice to pick a filter again
   - See Cart - Shows all products in the cart so far
   - Continue to Check Out - Continues to payment (will be implemented in phase 2)