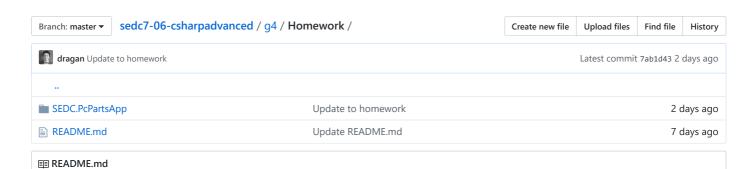
sedc-codecademy / sedc7-06-csharpadvanced



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
 - o The Application should give the client (user) the option to order products from the application
 - o Parts can be ordered separately, the min quantity of buying being 1 and max being 10
 - o Modules can be ordered separately, the min quantity of buying being 1 and max being 5
 - o Configurations can be ordered separately but you can only order 1 configuration per order
 - o The user can buy multiple products (mix parts, modules and configuration)
 - o 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
 - o 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:
 - o Parts
 - Modules
 - o Configurations
- 2. After choosing an option, filters are shown:
 - $\circ~$ All products (shows all products)
 - o ByPrice (requires min and max price and returns product between those numbers)

- o 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:
 - o 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
 - o See Cart Shows all products in the cart so far
 - o Continue to Check Out Continues to payment (will be implemented in phase 2)