**UML diagram for Item class**

|  |
| --- |
| Item |
| -name  -price  -numberOf |
| +Item(name : string, price : float, numberOf : int) :  + getName() : string  + setName(name : string) :void  +getPrice() : float  +setPrice(price : float) :void  +getNumberOf() : int  +setNumberOf(numberOf : int) :void  +operator>>(in : istream&, i : item): istream |

**UML diagram for shoppingCart class**

|  |
| --- |
| ShoppingCart |
| -total |
| + ShoppingCart(Bag<Item>(), total : float )  + totalPrice() : float  + add(newItem : const Item&) : bool  + remove(newItem : const Item&) : bool |

**User Documentation**

**Description of the problem to solve**

Design the ADT for an online shopping cart. The cart allows adding, removing, and editing the quantity of items. It also displays item prices and the total cost.

**File location on centOS**

home/STCLOUDSTATE/it1032ao/CSCI301/Project2/task2

**How to compile the program**

Compiling the program is as simple as being in the file location on centOS and entering the following command “g++ main.cpp”.

**How to run the program**

After compiling the program, you are ready to run it. Type the command “./a.out” which will then prompt you with the first part of the program, asking you to enter an item to be put into the shopping cart. The program will continue to prompt the user to do various things depending on their choices, such as adding to the cart, removing from the cart, modifying the quantity in the cart. After the choices are made the cart’s contents and total price are displayed to the user.