Advanced Programming

Season 2024-III Workshop No. 1 - Object-Oriented Programming

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Welcome to the first workshop of the Advanced Programming course.

Hello, you have been hired as a full-stack software developer at an electronics store. We don't know how, but **you did it**.

As part of your *challenging job*, the CTO asked you to create a **first demo** to show the first customers the company's potential.

Then, you must perform the following steps:

- 1. Ask 15 students what things they would like to see in a catalog to buy an electronic device.
- 2. Based on student responses, create a list of user stories following the following format: $As \ a < role >$, $I \ want < action >$, $so \ what < impact >$.
- 3. The minimum required functionalities are listed below:
 - Show a list of electronic device categories.
 - Displays the list of available devices by category.
 - Add devices to a shopping cart.
 - Checkout and add customer information for delivery.
- 4. Based on user stories, add any other functionality requested by end users.
- 5. The application should work via a command line. So write your code to work as a CLI application.

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Any comment or concern related to this document could be send to Carlos A. Sierra at e-mail: cavir-guezs@udistrital.edu.co

6. Write a **report** with the following *sections*: user stories, object-oriented principles analysis, CRC cards, activity diagrams, sequence diagrams, and class diagrams.

Remember that you want to become a *rock star software developer*, so you have to do your best. The report must be in **English**, PDF format.

Additionally, you must submit a URL to a *GitHub repository* where you will leave both the documentation & the code for all the course workshops. Create a folder for each one. Remember, the repository should have a general README, and inside aech folder a README with a summary of the workshop development, the contents of the workshop folder, where the report and code should also be placed.

Deadline: Saturday, September 14, 2024, 8:00 PM.