**Revision History**

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| --- | --- | --- | --- |
| Date | Revision | Description of Changes | By |
| 2/2/2019 | V1.0 | Introduction (Project Description) |  |
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**1.0 Introduction**

The purpose of this application is to simulate a shopping cart application (think of a simplified version of amazon.com). When the application begins, it shows a login window. Depending who logs in, a customer or the seller, the application performs different functions. For instance, if the seller logs in he will be able to update and manage inventory, as well as see a list of purchases. In the case a costumer logs in, he will be able to place an order after providing credit card info. Guest users are able to browse available products but not able to place an order but are given the chance to sign up if needed. This is a desktop application that uses Java Swing GUI.