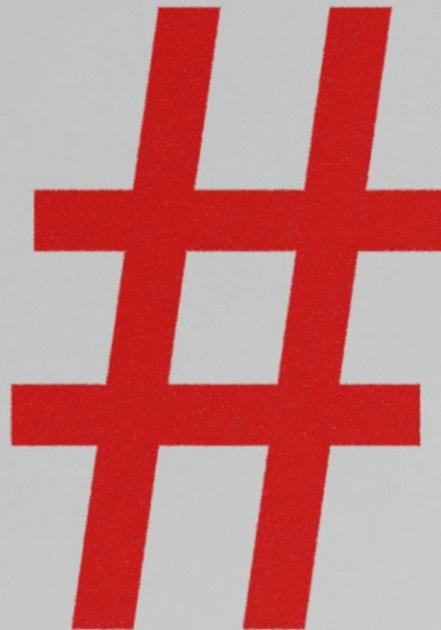


Carvana Vehicle Selection Program



PYTHON PROJECT

What Our Program Does

- Simulates a Carvana-style car buying system
- Allows the user browse cars from a catalog file
- Displays details from a specs file
- Walks the user through a full purchase process
- Ends with a receipt or a restart



FAQ Feature

User can type FAQ at any input

Calls get_input_with_faq()

Automatically displays help

Makes the program easier to use

Catalog & Car Selection

Program opens and
reads **catalog.txt**

Prints a numbered list of
cars

User chooses a car by
number

**Input validation prevents
crashes:**

- Must be a number
- Must match a real car in the list

Showing Car Details

Program
opens **specs.txt**

Displays the selected
car's specs

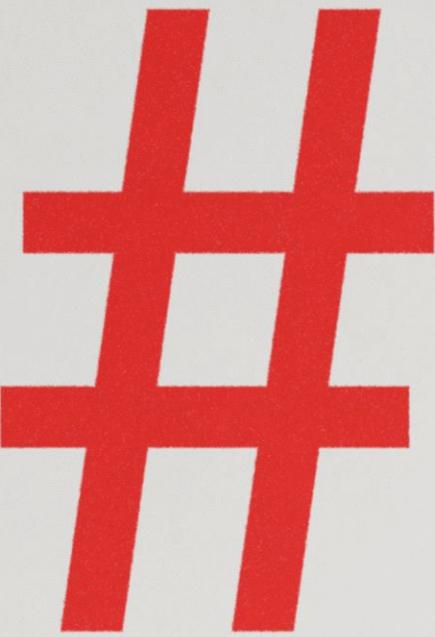
User decides whether
to start the purchase
process

Organized Purchasing Steps

We added section headers, so the output is clear:

- Trade-In Information
- Income & Down Payment Check
- Shipping Options
- Payment Options
- Purchase Summary

TRADE-IN SECTION



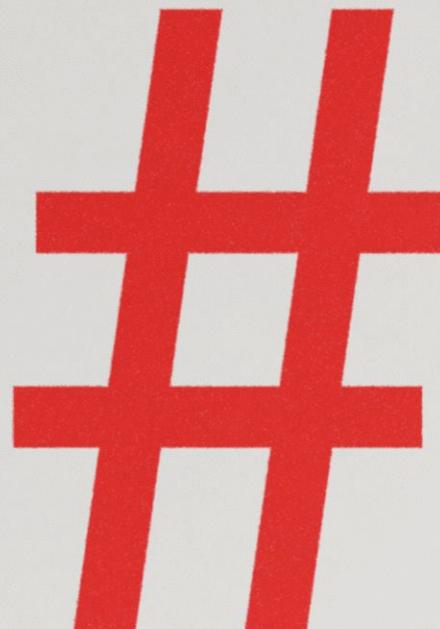
- ASKS USER FOR YEAR, MAKE, AND MODEL
- USES RANDOM.RANDINT() TO CREATE AN ESTIMATED TRADE-IN VALUE
- KEEPS FEATURE SIMPLE AND BEGINNER-FRIENDLY

Income & Down Payment

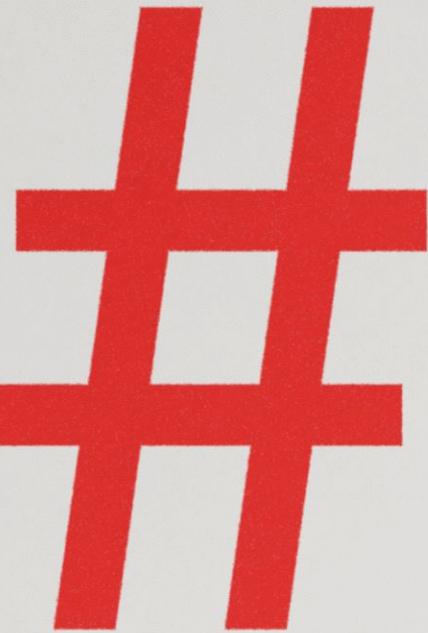
- User enters income and down payment
- Validation ensures both are numbers

Simple approval rule:

- Income $> \$25,000$
- Down payment $\geq \$500$



SHIPPING OPTIONS

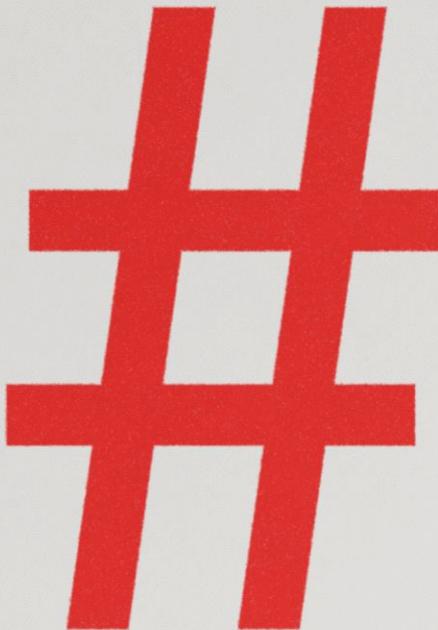


USER CHOOSES SHIPPING: YES OR NO

- FLAT SHIPPING COST ADDED IF SELECTED

Price Extraction

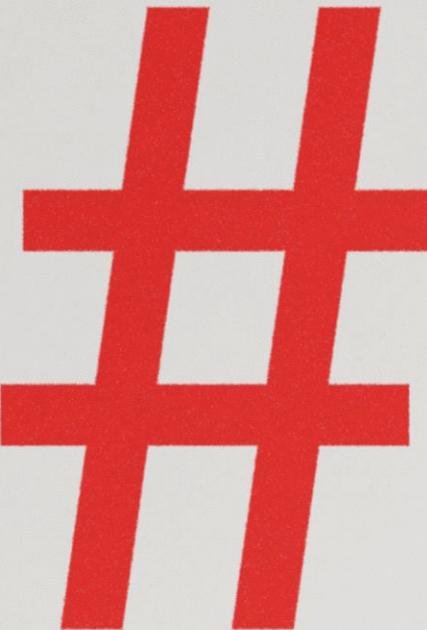
- Program finds the **price** inside the car specs
- Looks for the dollar sign
- Removes commas
- Converts to an integer for calculations



Payment Methods

Program calculates:

- Tax (8.875%)
- Interest (if any)
- Monthly payments
- Total amount due



User chooses one:

- Cash
- Self-Financing
- Carvana Financing

Purchase Summary

 Car selected

 Base price

 Sales tax

 Trade-in value

 Shipping cost

 Payment type

 Total due

 Loan details (if financing)

Printed details include:

Final Receipt

If user completes purchase

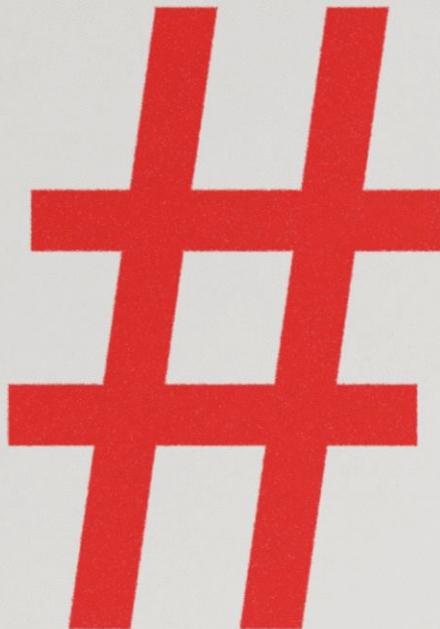
- Shows final amount paid
- Shows pickup/shipping info

If not

- Option to return to the catalog

What We Used

- File reading
- Functions
- While loops
- If/else logic
- Input validation
- String processing
- Simple arithmetic and formulas



In Conclusion

Our Program is:



USER-FRIENDLY



FULLY INTERACTIVE



BUILT WITH
BEGINNER PYTHON
CONCEPTS



ORGANIZED AND
EASY TO FOLLOW



A COMPLETE CAR
BUYING
SIMULATION