**OOP Mini-Project Requirements**

**Project Title:** TradeShopSystem

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**Project Aims**

* To create a fully functional Second hand trading shop System that implements all the necessary requirements for a real second hand shop.
* The user must be able to create many types of objects that can be stored within the system using the GUI provided in a simple and easy to understand manner.
* The system must contain logic to adjust the re-sale value of any items the shop obtains from a ‘customer’.
* The system will contain validation to prevent the user from inputting bad values when creating objects in the system
* The system will implement the ActionListener interface to handle events such as selecting different buttons and menu items within the system.
* Have extra functions for creating, editing, removing and viewing different ‘Items’ within the system.
* Be able to serialize and deserialize all objects within the system.