

## Great buy

### Requirements

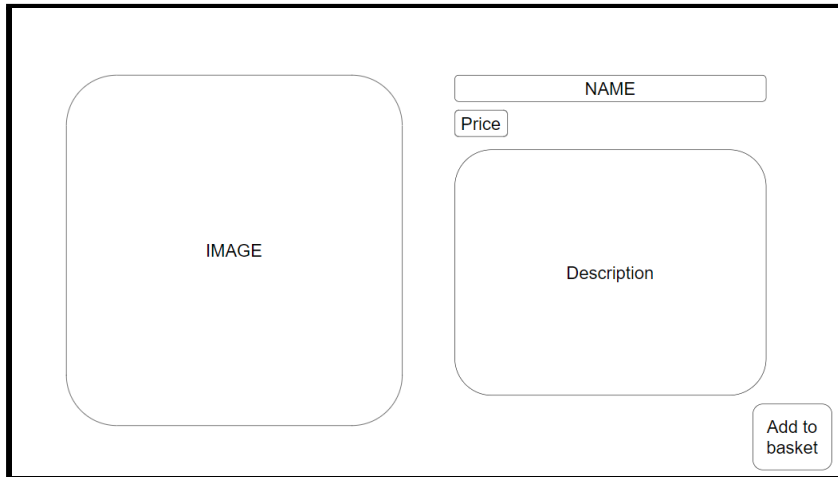
Great buy is an application that simulates an online shop. The user is going to be able to use this application in order to shop for laptops. This application is going to simulate the usual shopping experience the user gets when visiting any other online shopping website. The classic features such as browsing the shop with a search button, filters, and log-in are a standardized norm in 2022 and therefore, they mustn't be excluded from our store.

The buyer will be able to pick up his favorite laptop and proceed to the paying stage. The user must specify parameters that the laptop has. This application is going to be offline and is not going to be running on a server. In order to create a graphical interface, I will be using Qt which will provide a better user experience. Every order must be tracked and stored. For this I am going to be using a database. In this database, I will be writing USER\_id, password, email

1. Filter = Is going to then display Laptops that can be filtered by = processor (Intel Core i9, Intel Core i7, Intel Core i5, Intel Core i3, AMD Ryzen 9, AMD Ryzen 7, AMD Ryzen 5), Storage type (SSD\HDD), Color (Black, Silver, White, Gray), Screen Size
2. Login = The user is going to be able to register and login into the system. If the user decides to register. His information will be then stored in the database. The information mentioned before consists of Username, password, Age, and Email address. The information age is going to be stored in form of a **CHECK BOX**. Whenever the user then decides to log in to the account. He\She is then going to have an access
3. When we decide to spectate the item that is going to be in the shopping section The user is then going to see an item and the description on the right

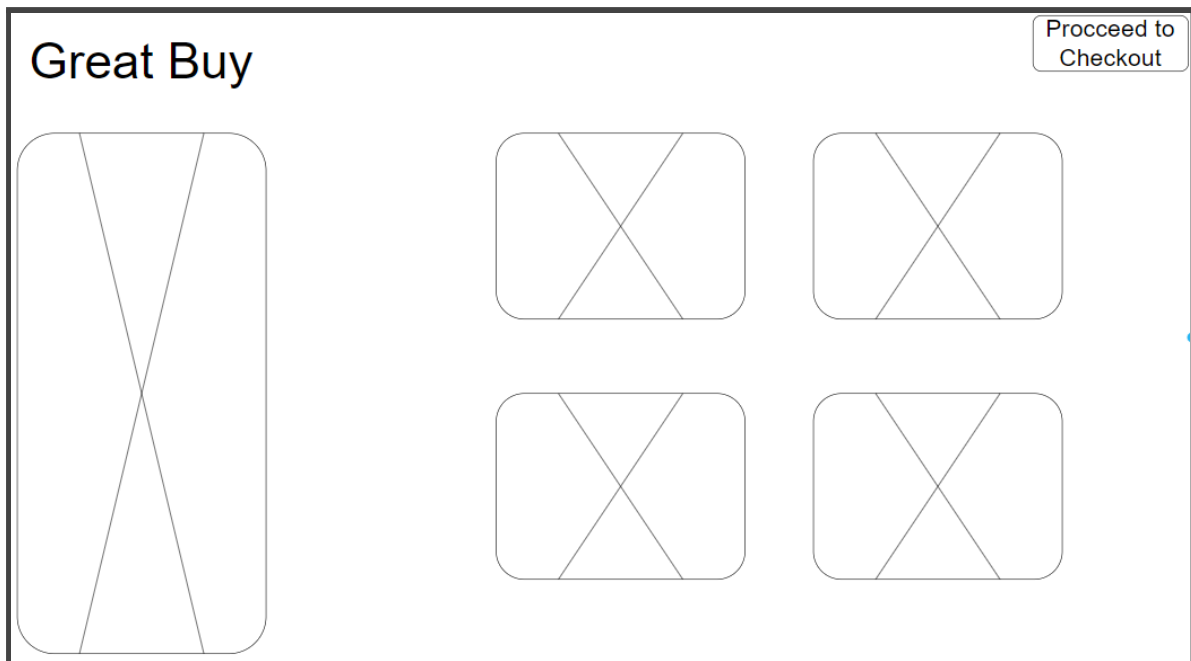
This is only the wireframe in order to sketch the final product. The final product might slightly differ from the sketches

### Product window



A wireframe for a product window. It features a large rounded rectangle on the left labeled "IMAGE". To its right, there is a horizontal input field labeled "NAME". Below the "NAME" field is a smaller rounded rectangle labeled "Price". Below the "Price" field is another large rounded rectangle labeled "Description". In the bottom right corner of the window is a button labeled "Add to basket".

### Main Screen



A wireframe for a main screen. At the top left, the text "Great Buy" is displayed. At the top right, there is a button labeled "Proceed to Checkout". Below the header, there is a large rounded rectangle on the left, and a grid of four smaller rounded rectangles on the right. All five rectangles contain a large 'X' mark, indicating they are placeholders for images or content.