

Simple shop system

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Objective Oriented Programming

What have I created?

- I made a simple shop system, which allows user to add items to basket or remove them. After shopping, user obtains information about price he has to pay.
- I focused on objective instructions, the project contains for example: testing, interfaces etc.

Did I learn anything new?

- Well, instructions I used were known for me, because Java is a main language for me, so this time I parsed all my knowledge to create this project
- I reminded how to use files in Java

What could be improved?

- This is a project with a huge potential.
- For example this app may have second section – seller. His role could be to add items to the store or remove them, change quantity of them, just – manage all the shop!