Name: Diya Saha
Course: INFO W18

Project Proposal: Flower Shop

Introduction

- This is a program that mimics a full working flower shop. This class has nine options, these options are the ones that would be carrying out the entire application. The main menu will have various options through which the user can navigate their way through the flower shop.

Class Design

INVENTORY CLASS:
- The inventory has an attribute that contains a dictionary of lists. This dictionary has all the flowers as their keys. This list should contain all the details of all the flowers.
- This show have methods that can show all the flowers available. Their quantities, their unit prices.
- This should be able to calculate the total price, after the customer orders multiple flowers.
- They should be able to calculate discounts.
- When the amount of flowers in the inventory become too less, then the inventory should be able to update itself.
- There should also be a manual function to update the resources.
- There should be a method to print out an exit message and exit the program.
- There should be a method to place an order.
- All the methods should be able to catch errors and return appropriate messages.
- I was also thinking about creating a visualization for my application. (For example a bar chart)
- There should be a method that store the transaction history. This way we can create a method to print out the transaction history.