Coursework Report – 5COSC019C Object Oriented Programming

Student Name: Vihanga Supasan Kariyakaranage Student ID:20221663/w1956203	
Have you submitted the <u>video with the demonstration</u> of your system?	☐ No
If the video has been submitted specify where: Blackboard On the cloud (file shared from Google drive, or OneDrive or DropBox, etc), or Yohttps://drive.google.com/file/d/17w-5mrfsASVi3_SnuWwWG-alk341li0Y/view?u	

Phase 1 – Design and class implementation

Task	Did you	Student's comments (To which extent you
	attempt the	implemented the task? Have you encountered any
	task?	problems or issue?)
Design a UML Use Case Diagram of your	Yes No	Done
system (submitted in a separate file).		
Design a UML Class Diagram of your	Yes No	Done
system (submitted in a separate file).		
.,		
Implementation Class Product	X Yes No	
		Done
Implementation Class Electronics	Yes No	
p		Done
Implementation Class Clothing	Yes No	
,		Done
Implementation Class User	Xes No	
		Done
Implementation Class Shopping Cart	Xes No	Done
Implementation Interface	Xes No	Done
WestminsterShoppingManager		

Phase 2 – Console menu implementation

Task	Did you	Student's comments (To which extent you
	attempt the	implemented the task? Have you encountered any
	task?	problems or issue?)
Add a product in the system with all the relative information (max 50 Products)	⊠ Yes □ No	Everything was implemented, and an error message is displayed on the console when more than 50 items are entered.
Delete a product from the system by selecting the product ID. Display a message to confirm it has been removed and the total number of products in the system.	Xes No	Everything was implemented, and upon deletion, a message displaying all information related to the deleted product, as well as the total number of products remaining in the system, was also displayed.
Print on the screen the list of the products in the system with all the relative information. The list should be ordered alphabetically.	X Yes No	Everything was implemented, and the list was sorted based on the product ID.
Save in a file entered by the user so far. The user should be able to load back the information running a new instance of the application.	X Yes No	Done

Phase 3 – GUI Implementation

Task The user can select the category through	Did you attempt the task?	Student's comments (To which extent you implemented the task? Have you encountered any problems or issue?) Everything was implemented as in the
the drop down menu		specification.
The GUI is open and a list of products with the information as per specification has been displayed	⊠ Yes □ No	Everything was implemented as in the specification.
Items with low availability are highlighted in red	Yes No	Everything was implemented as in the specification.
The user can select a product and all the details are displayed as per specification in the below panel	Yes No	Everything was implemented as in the specification.

The user can add products to the shopping cart and all the information are displayed in a separate frame	∑ Yes	Everything was implemented as in the specification.
The final price is displayed correctly	Xes No	Everything was implemented as in the specification.
The discounts, if applicable, are displayed as per specification and the final price updated accordingly	☐ Yes ⊠ No	A 20% categorical discount was correctly applied. Additionally, a 10% discount for one-time purchase also applied, but it was also applied when the same user shopped more than once.

Phase 4 - Testing and system validation

Task	Did you attempt the task?	Student's comments (To which extent you implemented the task? Have you encountered any problems or issue?)
Test plan. (Submitted in a separate file).	⊠ Yes □ No	Wrote a total of 49 test cases for both console and the GUI
Implementation of an automated unit test for each scenario in the console menu.	Xes No	Implemented nine test case methods for main scenarios in the console menu.
Error Handling across all the code, input validation and code quality.	⊠ Yes □ No	Done