

Java Enterprise Edition

Fall Semester 2020

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TASK 12

Problem 1

Create basket module for your application. Do not use database to store basket data, because anonymous user also can add items into basket. Use sessions or cookies to store data of your basket.

Functionality:

Any user must be able to add items into basket

Any user must be able to store basket data in cookie or session

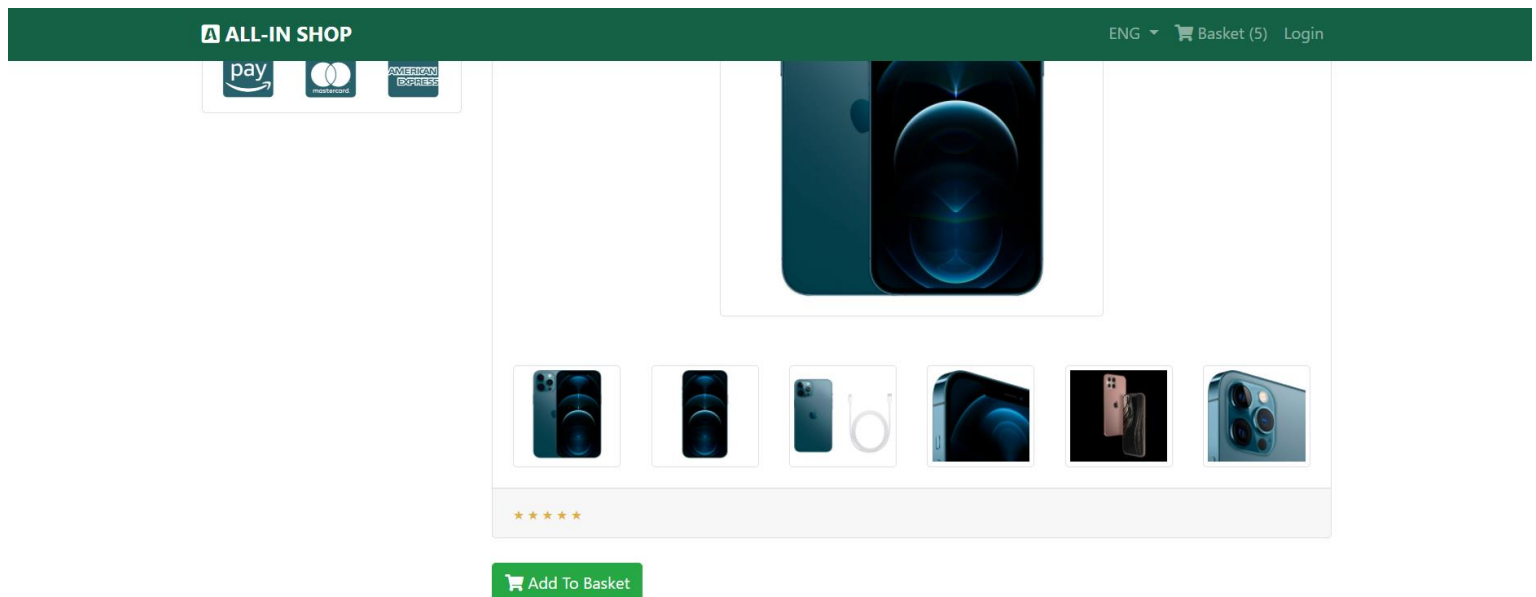
Any user must be able to increase or decrease number of items in basket

Any user must be able to clear basket

Any user must be able to check in items from basket and complete buying process

Admin must be able to see a list of sold items (do not save card number, only item data, and buy date)

Details Page



Basket List Page

ALL-IN SHOP

ENG Basket (5) [Login](#)

Categories

All Products

Smartphones, Gadgets

TV, Audio, Video

Everything for gamers

Other

Brands

Apple

Samsung

LG

BOSCH

ZEPTEK

Enter to search...

SEARCH

Basket

Item	Price	Amount	
IPhone 12 Pro Max	\$2499.99	1	<div><div>+</div><div>-</div></div>
MEIZU 16 PRO	\$599.99	1	<div><div>+</div><div>-</div></div>
Samsung Galaxy 20	\$799.99	2	<div><div>+</div><div>-</div></div>
Nokia 9 Pureview	\$249.99	1	<div><div>+</div><div>-</div></div>
TOTAL: \$4949.95		<div><div> CHECK IN</div><div> CLEAR BASKET</div></div>	

★★★★★

Basket List Page -> Check In

ALL-IN SHOP

ENG Basket (5) [Login](#)

Categories

All Products

Smartphone

TV, Audio, V

Everything f

Other

Brands

Apple

Samsung

LG

BOSCH

ZEPTEK

Payment Modal

Full Name *

Card Number *

Expiration (MM/YY) *

CVV *

Pay

Close

Basket

Nokia 9 Pureview	\$249.99	1	<div><div>+</div><div>-</div></div>
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