CNT 4714 – Programming Assignment #1 – Fall 2012

Title: "Program Assignment 1: Event-Driven Programming"

Points: 100 points

Due Date: Sunday September 9th by 11:55 pm (WebCourses time)

Objectives: To practice event-driven programming using GUIs.

Description: Develop a Java program that creates a standalone GUI application (not an applet) that simulates an e-store which allows the user to add items (music CDs) to a shopping cart and once all items are included, total all costs (including tax) and produce an invoice.

Your program development must include the following steps:

- 1. Create a main GUI containing the following components:
 - a. An area that allows the user to input data into the application along with the descriptive text that describes each input area.
 - b. A total of six buttons as shown below with functionality as described below.
- 2. An input file named "inventory.txt". This file contains the data that will be read by the application when the user makes a selection. A sample file is provided for you on the course website.
- 3. An output file named "transactions.txt" must be created that uniquely logs each user transaction with the e-store. The unique transaction id will be generated as a permutation of the date/time string (see below).

References:

Notes: Lecture Notes for GUIs.

Restrictions:

Your source file shall begin with comments containing the following information:

```
/* Name: <your name goes here>
Course: CNT 4714 – Fall 2012
Assignment title: Program 1 – Event-driven Programming
Date: September 9, 2012
*/
```

Input Specification: The file "inventory.txt" as described above (see example below as well).

Output Specification: Output is to appear in the specified components of the GUI and various message boxes that appear, plus the contents of the "transactions.txt" log file that will be generated. Note (see top of page 4) that a discount is applied when the user purchases large quantities of a single disc.

Deliverables:

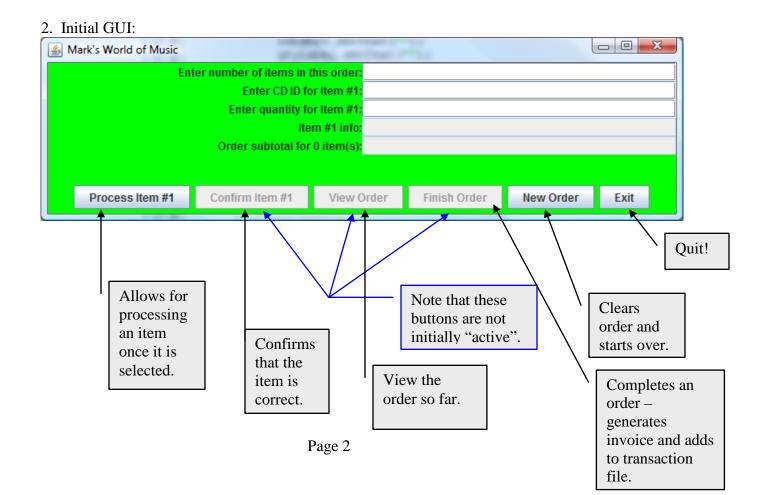
- (1) Submit a working copy of your source code via WebCourses no later than 11:55pm Sunday September 9th.
- (2) Include screen shots, similar to those shown below, that illustrate the action of your application when a user is making purchases.
- (3) Include a screen shot of your "transactions.txt" file showing at least the last few transactions.

Additional Information:

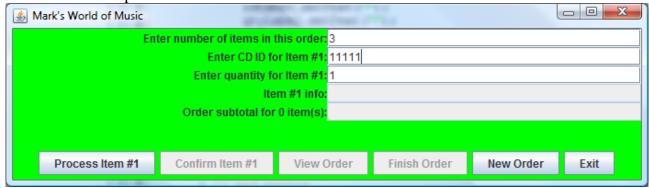
Shown below are example screen shots of the GUI to help illustrate how your application is to operate.

1. Screen shot of the contents of "inventory.txt".

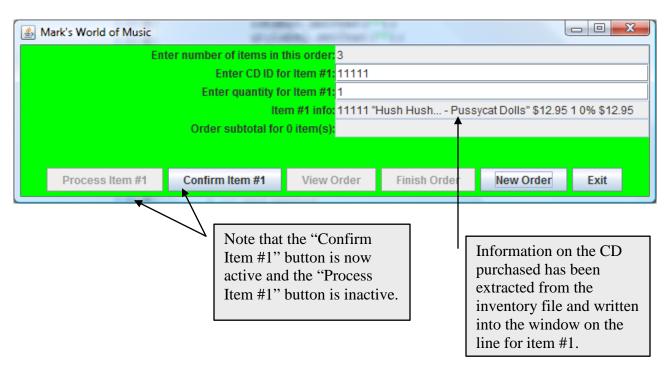




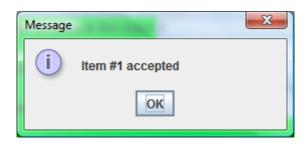
3. GUI after user specifies total number of items in the order and makes a selection for item #1.

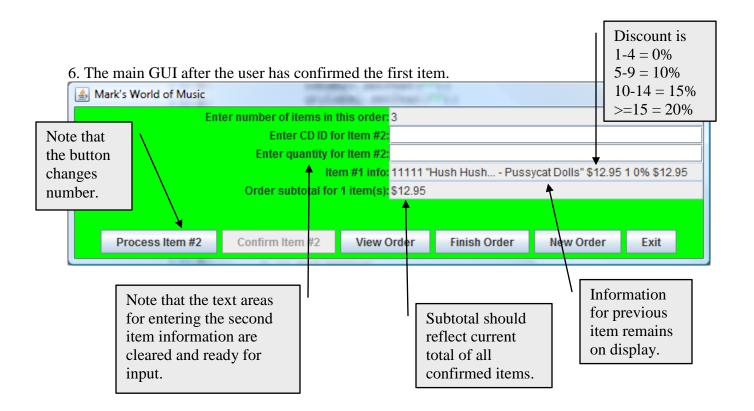


4. GUI after user has selected the first item and clicked the "Process Item #1" button.

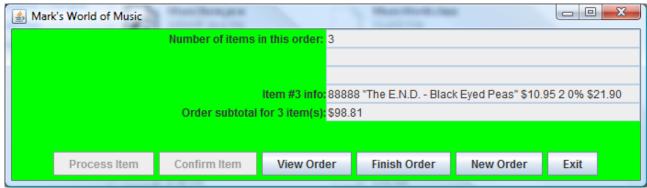


5. When the user clicks on the "Confirm Item #1" button, a confirmation information message appears on the screen.

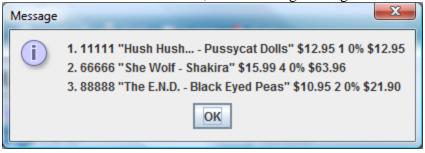




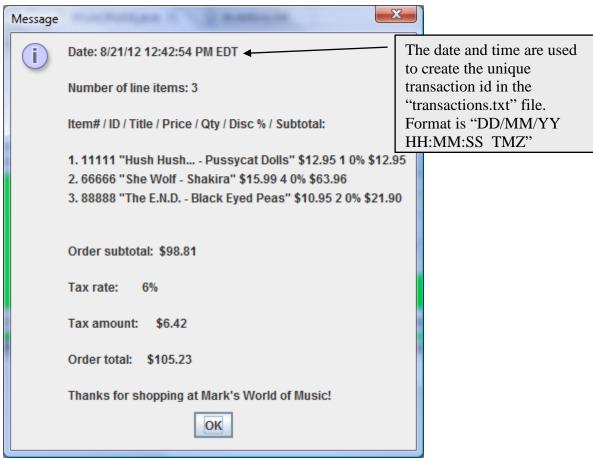
7. The GUI after the user has entered the information for all the items and confirmed the last item.



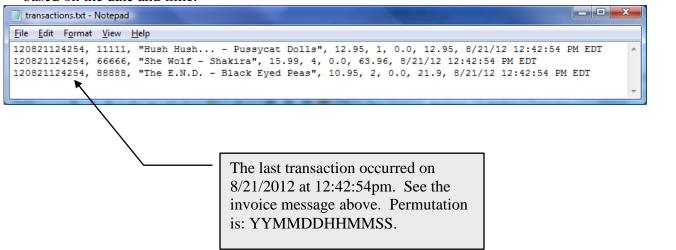
8. When the user clicks the "View Order" button, the following message box should appear.



9. When the user clicks the "Finish Order" button, the invoice message should be generated and displayed.



10. The transaction file after order shown above was finished. Note the unique transaction ids based on the date and time.



11. The transaction file after several orders have been completed. Note the unique transaction ids based on the date and time for every separate transaction.

