

The background of the entire image is a repeating pattern of various shopping-related icons in a light gray color. These icons include different styles of shopping carts, baskets, and some with arrows indicating movement or addition. The pattern is dense and covers the entire background.

The Shopping List

Lelani and Jamie

app.rb - app - Visual Studio Code

File Edit Selection View Go Debug Terminal Help

```
list.rb  app.rb  x  README.md  items.rb  Gemfile
1  require_relative './classes/items'
2  require_relative './classes/list'
3  require 'tty-prompt'
4
5  # Creates new object
6  ordered_list = List.new
7
8  # Main Loop - Asks customer for options
9  loop do
10     puts "Press (a)dd to add an item, or \nPress (p)review to view your current list, or \nPress (q)uit to exit once finished"
11     answer = gets.strip.downcase
12
13     # Categories array
14     categories = %w(fruit/veggies chilled/frozen meat/poultry bakery other)
15
16     case answer
17     # When input is (a)
18     when "a"
19         puts "What item would you like to add to your shopping list?"
20         item_name = gets.strip.downcase
21         prompt = TTY::Prompt.new
22         category = prompt.select('Choose your category', categories, help: '(Use arrow keys and Enter to finish)')
23         item = Item.new(item_name, category)
24         puts "How many #{item_name}'s would you like?"
25         quantity = gets.strip.to_i
26         ordered_list.add_item(item, quantity)
27     # When input is (p)
28     when "p"
29         ordered_list.preview
30     # When input is (q)
31     when "q"
32         ordered_list.print_final_list(categories)
33         break
34     else
35         puts "Invalid option"
36     end
37 end
```

Demo



Challenges

We did come across a few challenges.

- Incorporating the gem was our biggest challenge, the first gem we tried to use was unclear and we ended up going with a different gem. It was then unclear if our gems information was returning our input.
- Our second biggest challenge was implementing the class. Especially when trying to keep track of and come up with new variable names as well as calling on methods.

What we enjoyed

I enjoyed pair programming, I loved the fact that when we actually started coding we were able to shoot ideas and suggestions to each other. It made the process easier and faster.