# DEPARTMENT OF COMPUTER & INFORMATION SYSTEMS ENGINEERING BACHELORS IN COMPUTER SYSTEMS ENGINEERING

**Course Code: CS-116** 

**Course Title: Object Oriented Programming** 

**Complex Engineering Problem** 

FE Batch 2023, Spring Semester 2024

Grading Rubric
TERM PROJECT

**Group Members:** 

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CRITERIA AND SCALI				Mar	ks Obta	ained	
CKITEKIA AND SCALI	2.5			S1	S2	S3	
Criterion 1: Does the class	diagram meet the desired specif	fications and produce the desir	ed outputs? (CPA-1, CPA-				
3) [4 marks]							
1	2	3	4			ĺ	
The class diagram does not	The class diagram partially	The class diagram meets the	The class diagram meets all			ĺ	
meet the desired	meets the desired specifications	desired specifications but is	the desired specifications and			ĺ	
specifications and is	and is producing incorrect or	producing incorrect or	is producing correct outputs.			ł	
producing incorrect outputs.	partially correct outputs.	partially correct outputs.					
Criterion 2: Does the appli	cation meet the desired specifica	ations and produce the desired	outputs? (CPA-1, CPA-3)				
[6 marks]							
1	2	3	4				
The application does not	The application partially meets	The application meets the	The application meets all the			ĺ	
meet the desired	the desired specifications and is	desired specifications but is	desired specifications and is				
specifications and is	producing incorrect or partially	producing incorrect or	producing correct outputs.			ł	
producing incorrect outputs.	correct outputs.	partially correct outputs.					
Criterion 3: How well is th	e code organization? [2 marks]					ĺ	
1	2	3	4			ł	
The code is poorly	The code is readable only to	Some part of the code is well	The code is well organized			ĺ	
organized and very difficult	someone who knows what it is	organized, while some part is	and very easy to follow.			ł	
to read.	supposed to be doing.	difficult to follow.					
Criterion 4: How friendly is the application interface? (CPA-1, CPA-3) [2 marks]							
1	2	3	4			ł	
The application interface is	The application interface is easy	The application interface is	The application interface is			ł	
difficult to understand and	to understand and but not that	very easy to understand and	very interesting/innovative			ł	
use.	comfortable to use.	use.	and easy to understand and			ĺ	
			use.				
Criterion 5: How does the	student performed individually	and as a team member? (CPA	-2, CPA-3) [ <b>4 marks</b> ]				
1	2	3	4			ł	
	The student worked on the	The student worked on the	The student worked on the			ł	
The student did not work on	assigned task, and accomplished	assigned task, and	assigned task, and			ł	
the assigned task.	goals partially.	accomplished goals	accomplished goals beyond			ł	
I	goals partially.	satisfactorily.	expectations.			ł	
Criterion 6: Does the repor	t adhere to the given format and	requirements? [2 marks]					
1	2	3	4			ĺ	
The report does not contain	The report contains the required	The report contains all the	The report contains all the				
the required information	information only partially but is	required information but is	required information and			ł	
and is formatted poorly.	formatted well.	formatted poorly.	completely adheres to the				
			given format.			<u> </u>	
			Total Marks:				
					ı		

Teacher's S	ignatu
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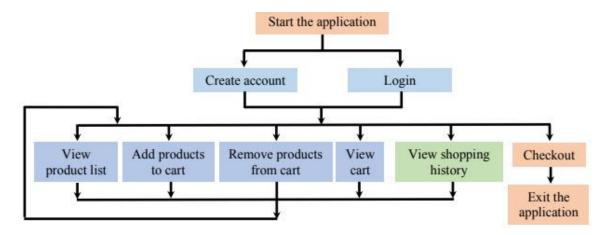
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## **Title: Report on Python AMO Store Application**

#### 1. Introduction:

The Python AMO Store Application is designed to provide a robust shopping experience by allowing users to view items, add them to a cart, and proceed through a checkout process. This report outlines the main features, distinguishing characteristics, and proposed improvements for the application.



#### 2. Main Features:

#### 2.1 User Authentication:

 The application includes a user authentication system where users can sign up and log in using unique usernames and passwords. User data is stored securely for future access.

#### 2.2 Shopping Menu:

• Users can browse a shopping menu that lists available items along with their prices and quantities. The interface is designed to be user-friendly, making it easy for users to select and purchase items.

#### 2.3 Cart Management:

- The application allows users to add items to a shopping cart, specifying the quantity they wish to purchase. The cart is updated in real-time, reflecting the availability of items.
- Users can also remove items from the cart, with the system updating the quantities accordingly.

#### 2.4 Checkout Process:

 A detailed summary of the items in the cart is displayed during checkout, along with the total cost. Users can complete their purchases efficiently through a streamlined process.

#### 2.5 Robust Signup and Login:

 The signup process ensures the uniqueness of usernames and enforces password criteria to enhance security. The login system verifies user credentials, providing a secure and personalized experience.

## 3. Distinguishing Features:

#### 3.1 Password Validation:

• Passwords must be at least 8 characters long and include at least one uppercase letter, one lowercase letter, and one digit, enhancing user account security.

## 3.2 Dynamic Cart Interaction:

 The shopping cart dynamically updates item quantities and availability based on user actions, providing a realistic and interactive shopping experience.

#### 3.3 User-Friendly Interface:

 Clear and concise prompts guide users through the application, ensuring an intuitive and pleasant user experience.

## 3.4 File-Based User Data Storage:

• User information is stored in files, allowing users to retrieve their data across multiple sessions for a convenient shopping experience.

#### 4. Proposed Improvements:

#### 4.1 Exception Handling:

• Implement robust exception handling to enhance the application's resilience to unexpected user inputs or file operation failures.

#### **4.2 Enhanced Security Measures:**

 Additional security measures, such as hashing passwords, can be implemented to further protect user accounts.

#### 4.3 User Feedback Integration:

• Develop a comprehensive system for providing user feedback, guiding users through the signup, login, and shopping processes.

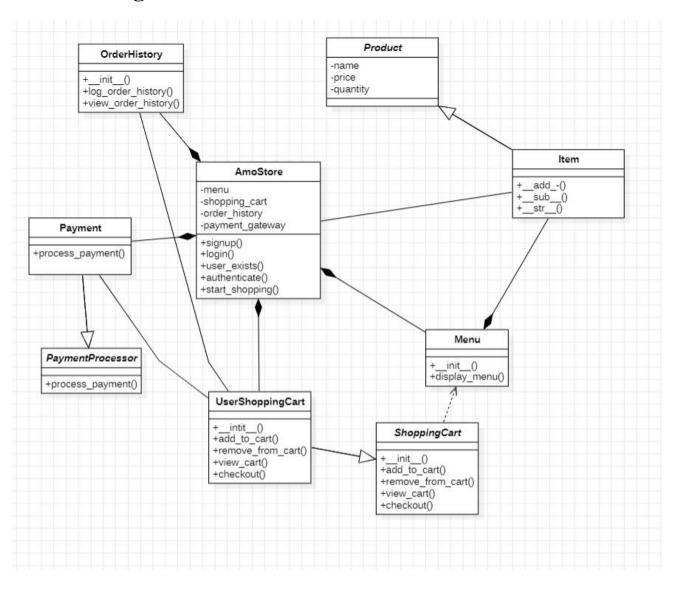
#### 4.4 Refinement of User Interface:

• Enhance the user interface for better clarity, aesthetics, and overall user experience.

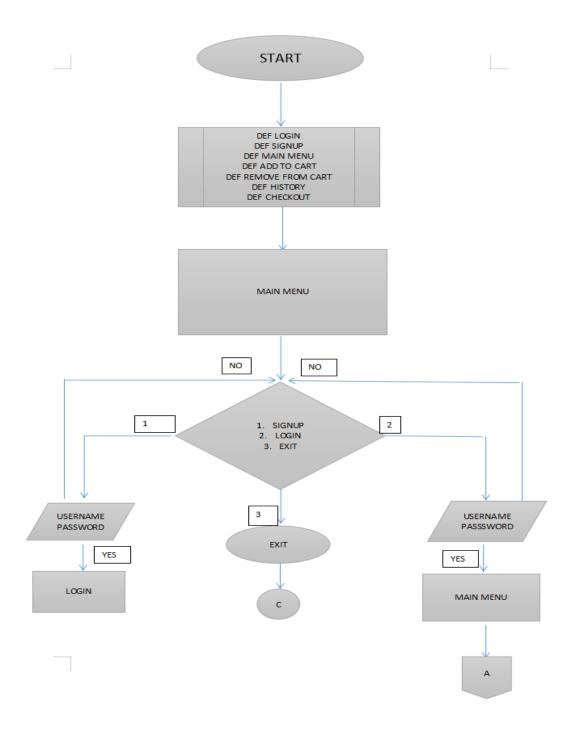
## 5. Things We Learnt for This Project:

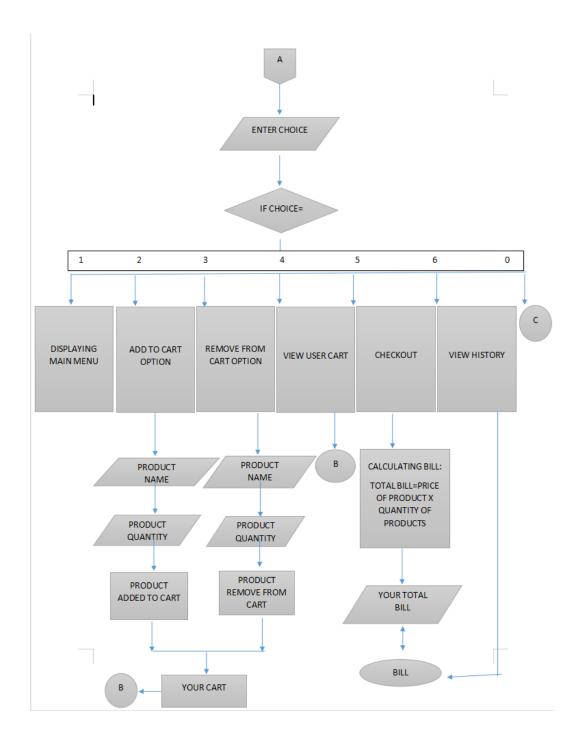
- New functions such as any and remove.
- New string methods such as isupper, islower, isdigit, and items.
- The continue keyword in loops.
- New libraries such as time and datetime.
- How to give relative paths in code.
- How to Format strings and their relevent methods.
- We learn how to LOG data in file.
- We learn how to use *enumerate* keyword.

## 6. Class Diagram:



## 7. Flowchart:





## 8. Contribution by Members:

- Mashaal Ali CS-23091: Class of login and signup.
- Anas Yazdani Niazi CS-23102: Class of main menu and shopping cart display.
- Osama Humayun CS-23139: Class of shopping cart.

# 9. Snippets of Code Working:

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					2. Lo	gin										
					3. Ex	it										
Enter y	our choi	ice: [														

Enter your username::(ENTER ### AND LEAVE PASSWORD BLANK FOR RETURN TO MAIN MENU): Anasyazdani1 Enter your password: Anasyazdani1 Welcome, Anasyazdani1!

Available Items:

No.   	Item	Price (\$)	Available
1	Laptop	\$1000	50
2	Smartphone	\$800	50
3	Headphones	\$150	50
4	Keyboard	\$200	50
5	Mouse	\$80	50
6	Tablet	\$700	50
7	Stylus	\$30	50
8	Graphic tablet	\$125	50
9	Projector	\$300	50
10	Backpack	\$50	50

- 1. Add item to cart
- 2. Remove item from cart
- 3. View cart
- 4. Checkout
- 5. View order history
- 6. Logout

Enter your choice:

Enter your choice: 2

Shopping Cart:

1. Laptop - \$1000 each (Quantity: 3) - Subtotal: \$3000

Total Price: \$3000

Enter the name of the item you want to remove from the cart: laptop

How many laptop do you want to remove from the cart? 1

1 laptop removed from the cart.

Enter your choice: 3

Shopping Cart:

1. Laptop - \$1000 each (Quantity: 2) - Subtotal: \$2000

Total Price: \$2000

Enter your choice: 4

Processing payment of \$2000

Checkout - Total Bill: 2 Laptop - \$1000 each

Total: \$2000

Thank you for shopping with us!

Enter your choice: 5
Your order history:
Order Date: 2024-06-26 Time: 14:48:01
2 Laptop - \$1000 each

Order Date: 2024-06-26 Time: 14:48:07
2 Laptop - \$1000 each

Order Date: 2024-06-26 Time: 14:48:10
2 Laptop - \$1000 each

Order Date: 2024-06-26 Time: 14:48:23
2 Laptop - \$1000 each

Order Date: 2024-07-06 Time: 19:29:12
3 Smartphone - \$800 each

Order Date: 2024-07-06 Time: 21:29:53
2 Laptop - \$1000 each

Enter your choice: 6 Logging out	
1	Welcome to AmoStore
	1. Signup
1	2. Login
 	3. Exit
Enter your choice: 3	
1	Thank you for visiting AmoStore!

```
LOG_DATA - Notepad
File Edit Format View Help
2024-07-07 13:17:19,860 - root - INFO - Program started
2024-07-07 13:17:20,050 - root - DEBUG - Product created: Laptop, Price: 1000, Quantity: 50
2024-07-07 13:17:20,050 - root - DEBUG - Product created: Smartphone, Price: 800, Quantity: 50
2024-07-07 13:17:20,051 - root - DEBUG - Product created: Headphones, Price: 150, Quantity: 50
2024-07-07 13:17:20,051 - root - DEBUG - Product created: Keyboard, Price: 200, Quantity: 50
2024-07-07 13:17:20,051 - root - DEBUG - Product created: Mouse, Price: 80, Quantity: 50
2024-07-07 13:17:20,051 - root - DEBUG - Product created: Tablet, Price: 700, Quantity: 50 2024-07-07 13:17:20,052 - root - DEBUG - Product created: Stylus, Price: 30, Quantity: 50
2024-07-07 13:17:20,052 - root - DEBUG - Product created: Graphic tablet, Price: 125, Quantity: 50
2024-07-07 13:17:20,063 - root - DEBUG - Product created: Projector, Price: 300, Quantity: 50
2024-07-07 13:17:20,063 - root - DEBUG - Product created: Backpack, Price: 50, Quantity: 50
2024-07-07 13:17:20,063 - root - INFO - Menu initialized with items.
2024-07-07 13:17:20,063 - root - INFO - Shopping cart initialized. 2024-07-07 13:17:23,397 - root - INFO - Login process started
2024-07-07 13:17:31,025 - root - INFO - Displaying menu
2024-07-07 13:17:36,111 - root - INFO - Added 4 Smartphone to the cart.
2024-07-07 13:17:36,111 - root - INFO - Displaying menu
2024-07-07 13:17:38,043 - root - INFO - Viewing cart
2024-07-07 13:17:38,076 - root - INFO - Total price of cart: $3200
2024-07-07 13:17:45,691 - root - INFO - Attempting to remove smartphone from cart
2024-07-07 13:17:48,859 - root - INFO - Removed 1 smartphone from the cart.
2024-07-07 13:17:48,859 - root - INFO - Displaying menu
2024-07-07 13:17:55,169 - root - INFO - Added 30 Mouse to the cart.
2024-07-07 13:17:55,169 - root - INFO - Displaying menu 2024-07-07 13:18:00,068 - root - INFO - Added 22 Keyboard to the cart.
2024-07-07 13:18:00,068 - root - INFO - Displaying menu
2024-07-07 13:18:04,944 - root - INFO - Viewing cart
2024-07-07 13:18:05,001 - root - INFO - Total price of cart: $9200
2024-07-07 13:18:05,001 - root - INFO - Displaying menu
2024-07-07 13:18:12,557 - root - INFO - Added 12 Backpack to the cart. 2024-07-07 13:18:12,557 - root - INFO - Displaying menu
2024-07-07 13:18:18,691 - root - INFO - Added 45 Headphones to the cart.
2024-07-07 13:18:18,691 - root - INFO - Displaying menu
2024-07-07 13:18:25,724 - root - WARNING - Attempted to add more Headphones than available.
2024-07-07 13:18:25,724 - root - INFO - Displaying menu
2024-07-07 13:18:46,733 - root - WARNING - Attempted to add more Headphones than available.
```

## 10. Conclusion:

In conclusion, the Python AMO Store Application showcases the implementation of key features necessary for an online shopping experience. The proposed improvements aim to enhance the application's security, user-friendliness, and resilience. This project serves as a practical learning tool for new developers and provides a functional shopping application for users.