

## Coding Bootcamp 3

### Project 2 – Java Stream

#### Definition

Congratulations! Your client has made significant savings by using your previous application and now decided to make the next step!

The Cooperation decided to create its first website where the following need to be implemented:

1. Management panel for the super admin account where,
  - a. The super admin can login and inspect all the products that are on sale along with the sales that are done for any given period [day(s), week(s), month(s), year(s)]
  - b. The super admin will be able to decide which product from which member of the cooperation goes live (can be bought) and at what price
  - c. The super admin will be able to share the money earned from the sales of each product using the following equations,

$$\text{Share (for Cooperation)} = \text{Price}_{\text{Sale-from-Member}} \times 1.5$$

$$\text{Share (for Each Member)} = \frac{\text{Price}_{\text{Sale-from-Member}} \times 1.5}{\text{Number of Members}}$$

Also, the member that sells a product to the cooperation receives the payment from the sale according to the following table. The following table also describes the prices that each product is bought from the members and the price that is sold from the eshop.

Product Category	Product Name	Price of Buy Per Item (from member)	Price of Sale Per Item (to the e-shop)
Category 1	Product 1	1.78	5.34
	Product 2	2.38	7.14
	Product 3	3.45	10.35
Category 2	Product 4	7.78	23.34
	Product 5	9.38	28.14
	Product 6	11.45	34.35

You are required to insert to your database the aforementioned products to a proper table.

Also, you are required to update your database to be able to accommodate the following:

2. Management Panel of Members, super admin and members of the cooperation
3. Client Panel for the Clients, holds the people that register and login to the eshop in order to buy the products. The clients need to be registered first before they can buy a product
4. Management Panel of Transactions, it holds all the transactions between the members and the super admin account and hold also all the buys from the Clients
5. Management Panel of the Cart, it is used as an intermediate space where a client can put to his cart the items that wishes to buy. The items on the cart must be retained between logins and must be removed when the client removes them or upon successful buy to the eshop
6. Management Panel of the Wishlist, this is a list for each client that wishes to alert the eshop that wishes to buy a certain product when it is available

Your website must be built with any frameworks that seem fit for the job, including the ones that you have been taught but not limited to them.

The highest priority of your designed eshop is firstly the security and secondly the UI/UX.

You need to make sure that all the six (6) items are included in order to obtain full marks.

## Teams

You are required to team up in groups of 3 people (with a maximum of 4) where you need to notify your instructors with a written list of the members of the team (group) and the role of each member (Front End Developers, Back End Developers, Database Developers).

If some members do full stack development this has to be defined. But on every team there must be a leading Front End, Back End and Database developer.

## Deliverables

1. **Main Management Panel (super admin's) [20 marks]**
2. **Members' Management Panel [10 marks]**
3. **Clients' Management Panel [10 marks]**
4. **Transactions' Management Panel [10 marks]**
5. **Cart Management Panel [10 marks]**
6. **WishList Management Panel [10 marks]**
7. **Other Management Panels (you need to define them) [30 marks]**

**Total marks for the Project = 100**

**Presentation marks = 50**

**A Total Marks of 150 is equivalent to Excellent!**

The following marks will be given to those teams that will be able to show advanced usage of pristine technologies that are used extensively today from the IT industry!

**Marks of Efficient Usage of Technologies = 50**

**Marks for Innovation of Features = 50**