# **Shopping Cart System**

### **Basic Steps in Creating your Program.**

- 1. Plan your logic before working on the project and review the syntax you will use in the project. Think about how you want the output to display to the user. You might want to tell the user what the program does and what type of input you expect from the user. You interface structure could do this. Select names of the variables you will use in the program.
- Create a JAVA project Using NetBeans IDE.
  - Declare variables to hold input information.
  - Using the **JFrame Form** or **JPanel Form** to create the create the application.
- 3. Run the program. Debug the code, making sure all calculations are correct and the line spacing is suitable for readability.

#### Your program Assignment

#### 5. Shopping Cart System

Create an application that works like a shopping cart system for a bookstore. In this chapter's source code folder (available on the book's companion Web site at www.pearsonhighered.com/gaddis), you will find a file named *BookPrices.txt*. This file contains the names and prices of various books, formatted in the following fashion:

I Did It Your Way, \$11.95 The History of Scotland, \$14.50 Learn Calculus in One Day, \$29.95 Feel the Stress, \$18.50

Each line in the file contains the name of a book, followed by a comma, followed by the book's retail price. When your application begins execution, it should read the contents of the file and store the book titles in a list component. The user should be able to select a title from the list and add it to a shopping cart, which is simply another list component. The application should have buttons or menu items that allow the user to remove items from the

shopping cart, clear the shopping cart of all selections, and check out. When the user checks out, the application should calculate and display the subtotal of all the books in the shopping cart, the sales tax (which is 6 percent of the subtotal), and the total.

## **Example:**

