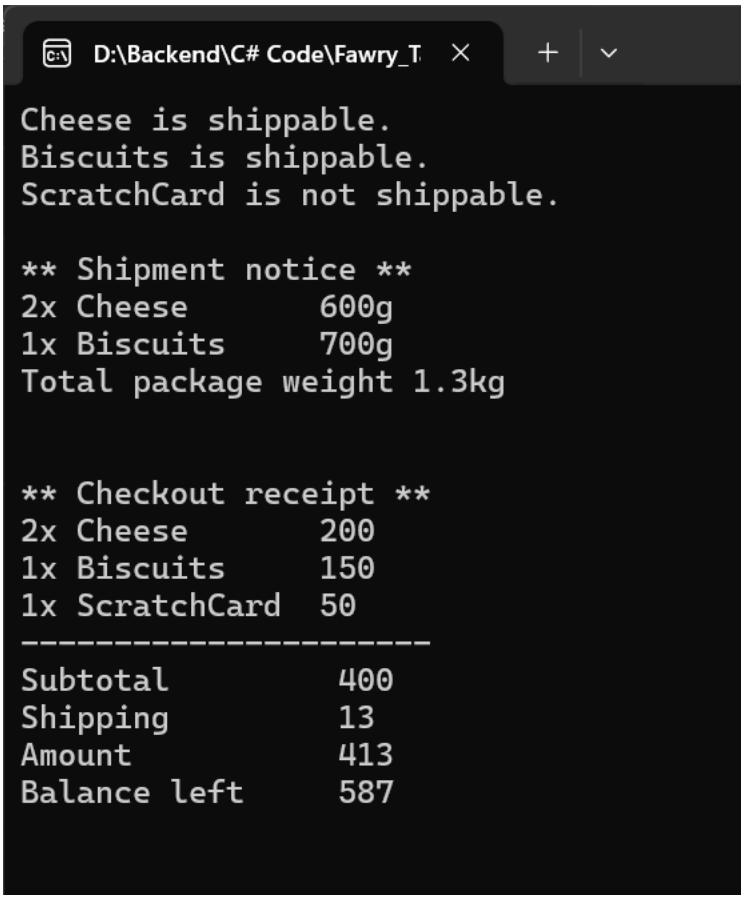
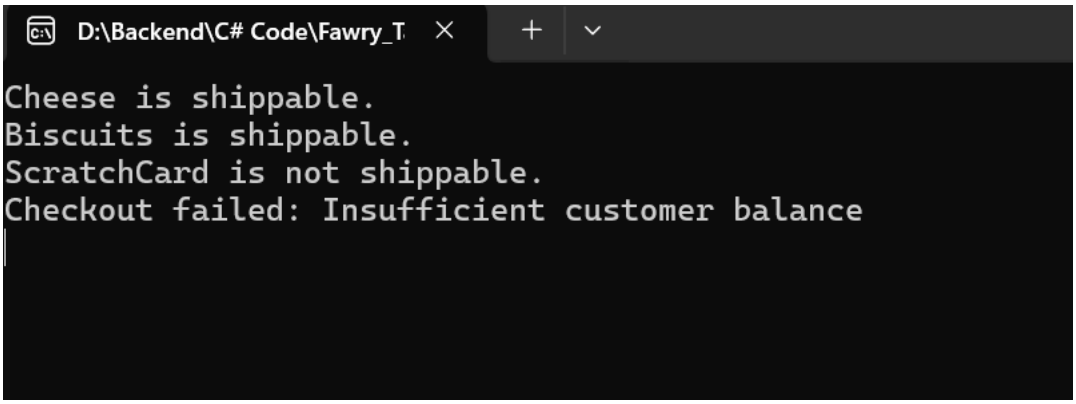
App working under normal circumstances

```
static void Main(string[] args)
{
    RunCheckoutScenario();

    Console.ReadKey();
}

1 reference
private static void RunCheckoutScenario()
{

    // Services
    IShippingService shippingService = new ShippingService();
    IReceiptPrinterService receiptPrinter = new ReceiptPrinterService();
    ICheckOutService checkoutService = new CheckoutService(shippingService, receiptPrinter);

    // Customer setup
    var customer = new Customer { Id = 1, Name = "Mohamed", Balance = 1000 };

    // Product definitions with Ids
    var cheese = new ExpirableProduct { Id = 1, Name = "Cheese", Price = 100, Quantity = 5, ExpiryDate = DateTime.Now.AddDays(2) };
    var biscuits = new ExpirableProduct { Id = 2, Name = "Biscuits", Price = 150, Quantity = 5, ExpiryDate = DateTime.Now.AddDays(5) };
    var scratchCard = new NonExpirableProduct { Id = 3, Name = "ScratchCard", Price = 50, Quantity = 10 };

    // Wrap shippables
    var shippableCheese = new ShippableProductAdapter(cheese, 0.3);
    var shippableBiscuits = new ShippableProductAdapter(biscuits, 0.7);

    // Add items to cart
    customer.Cart.AddItem(shippableCheese, 2);        // 200 EGP
    customer.Cart.AddItem(shippableBiscuits, 1);      // 150 EGP
    customer.Cart.AddItem(scratchCard, 1);   // 50 EGP


    // shippment fees -> 10 EGP per kg


    // Checkout
    checkoutService.Checkout(customer, customer.Cart);

}
```

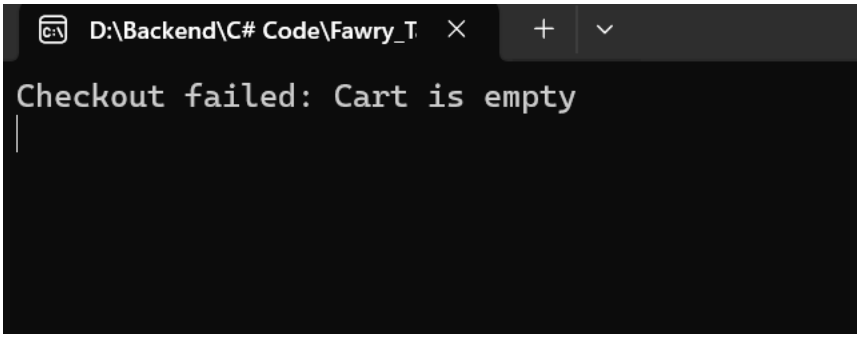
Normal output under normal circumstances



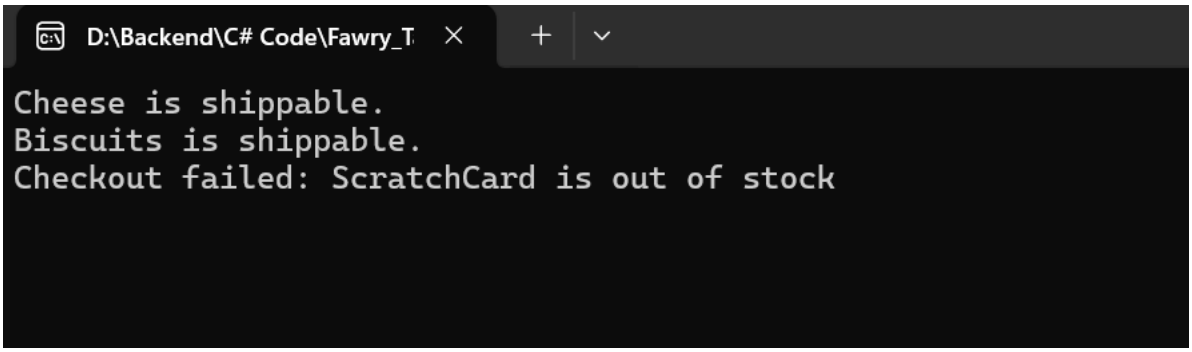
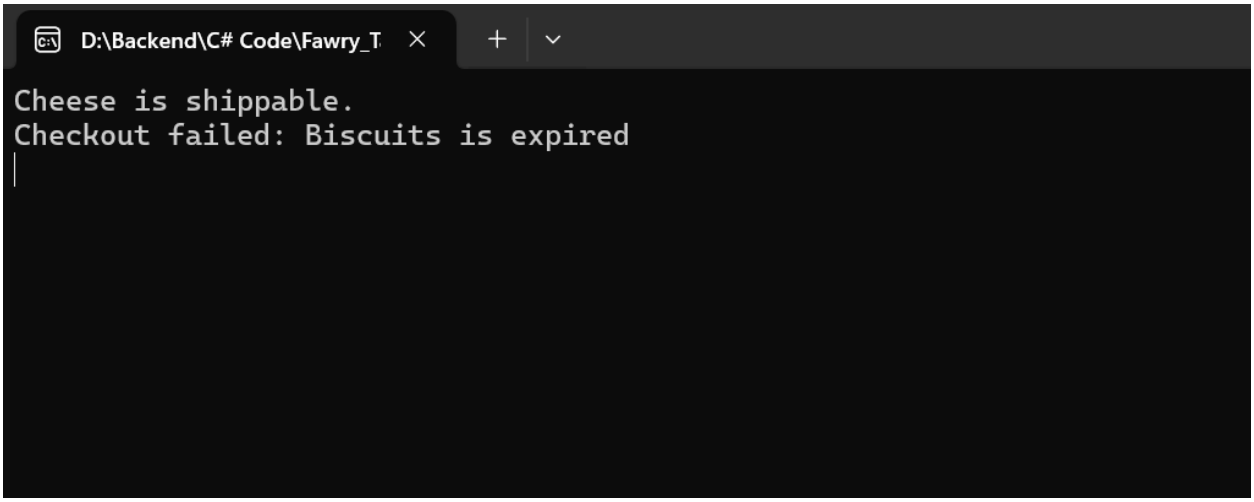
Handling insufficient customer balance



Handling if the cart is empty or is null



Handling out of stock items



Handling expired items