User Manual for Shopping Cart Application:

Introduction: The Shopping Cart Application is an e-commerce application that allows customers to purchase items from the virtual shopping center. It contains the ShoppingCart class, which is derived from the Bag class, and the Item class.

Getting Started: To run the Shopping Cart Application, you need to have the "ShoppingCart.h" and "Item.h" header files. You also need to have the main program, which contains the code to run the application.

How to use the application:

1. Upon starting the application, you will be welcomed to the XXX SHOPPING CENTER.
2. The application will prompt you to enter the details of the item you selected, in the following order: a. Name b. Unit price c. Quantity (Note: The name should not contain any spaces. Otherwise, errors may occur.)
3. The entered item details will be added to the shopping cart.
4. The shopping cart will display the items that you have selected.
5. The application will calculate and display the total price of the order.

Conclusion: The Shopping Cart Application is a user-friendly application that makes it easy for customers to purchase items from the virtual shopping center. It provides a simple and efficient way to keep track of items, calculate the total price, and complete the purchase.