Ain Shams University

Faculty of Computer & Information Sciences

2nd Year

Object Oriented Programming

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Online Shopping Management System

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Project description

Online shopping is a system to enable customers to purchase products from the internet. Also allow him to pay for his order online using his credit card or just pay for it hand by hand when he receives the order. There is a catalogue that contains all the products and the prices, the customer can chose whatever he wants and specify the quantity.
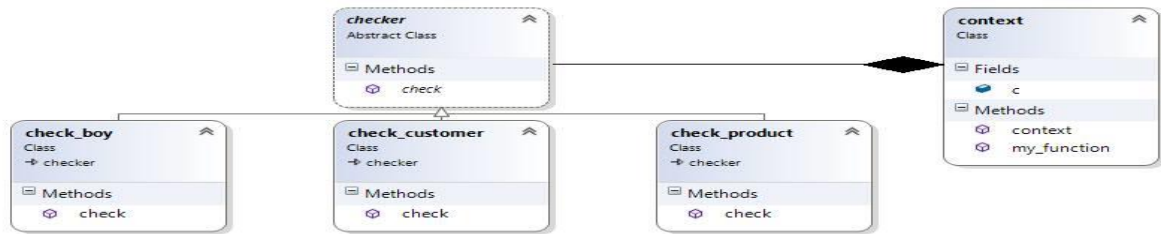
Notes

- In This Project we used the strategy design pattern.
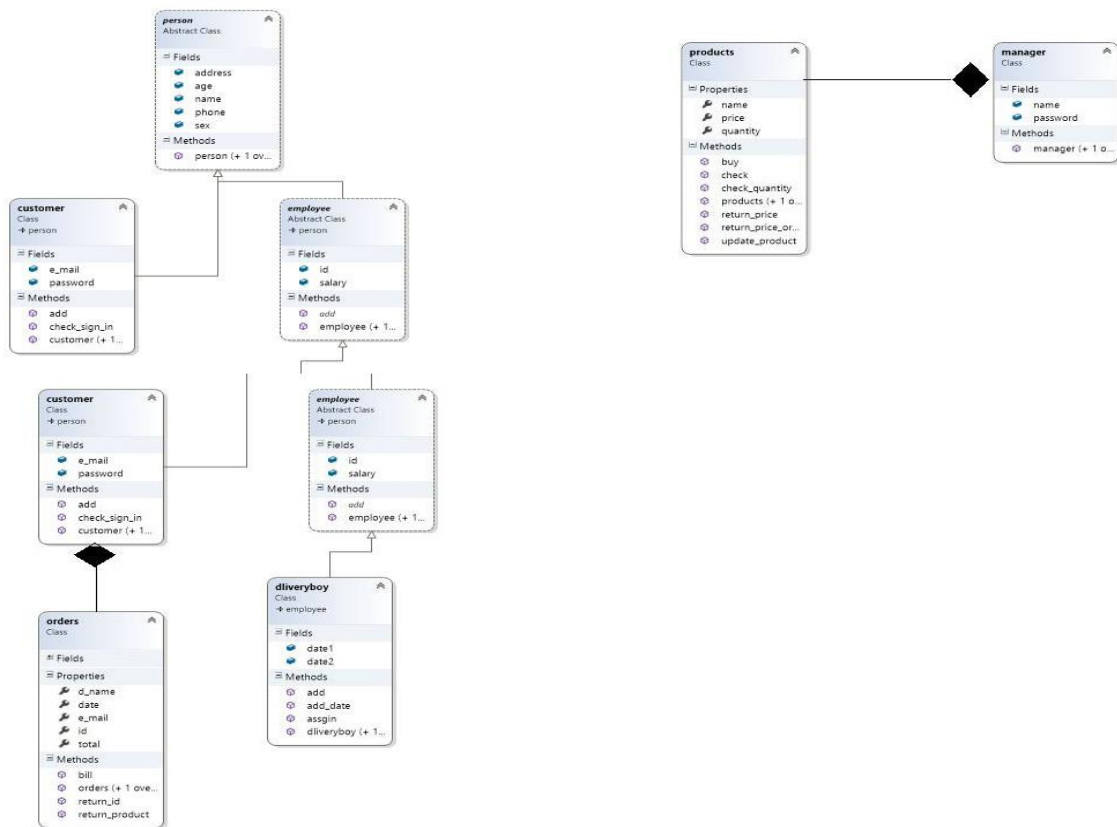- Polymorphism run time virtual functions.
- Inheritance classes.

Online Shopping System

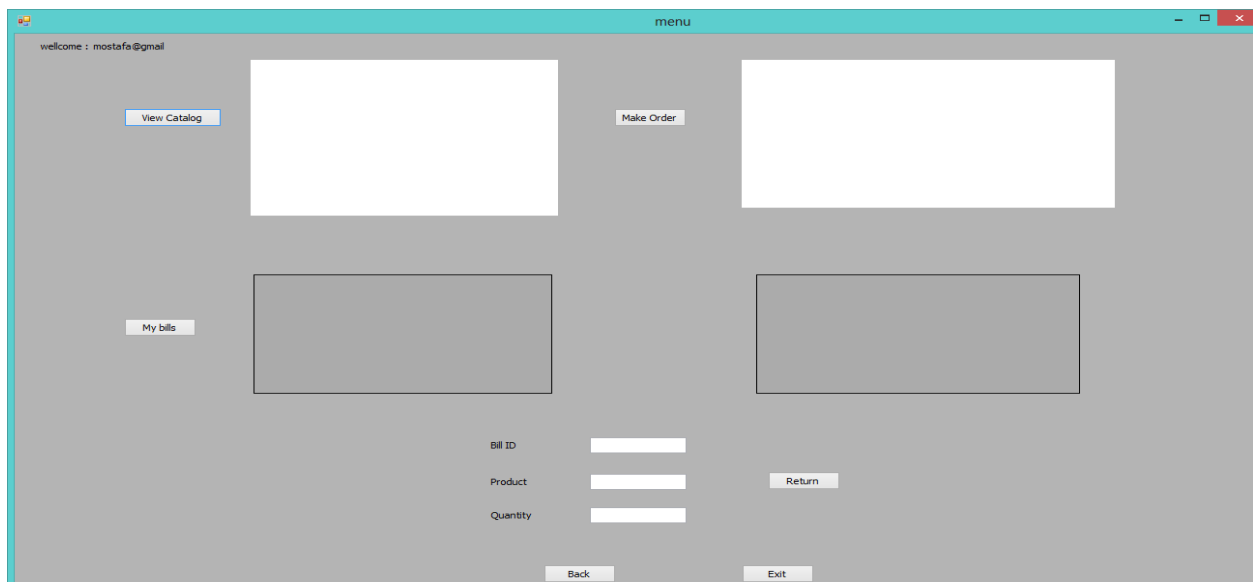# Design Patterns

Strategy design pattern

Screenshots

1

1: This is the First Start Menu Choosing Customer.

2

2: This is Second Menu Open when you Choose Customer and Start Fill the Required information for New / Existing Customers.

3

3: This Menu Shown after Completed the Sign in / Sign up Menu and this menu for showing you the Catalog of the products available for purchase the make an order and also showing your Old /New Bills and enable you adjust your product quantity.

4

4: This is the First Start Menu Choosing Manager.

5

5: after Choosing Manager in the First Menu Now Sign in to manage your system.

6

6: after sign in you can now add / delete product, check quantity,

Add / delete employee, view bills and update Products.