NED UNIVERSITY OF ENGINEERING AND TECHNOLOGY



COMPUTER AND INFORMATION SYSTEM ENGINEERING DEPARTMENT

Course Code: Cs-116

Course: Object Oriented Programming

PROJECT : CEP (Online Shopping Cart)

Submitted By:

MUQADAS ASHRAF (CS-19053)

Submitted To: DR MARIA WAQAS

DATE: 14-09-2020

CEP Report

Problem Description:

Online shopping cart is a simple desktop application in which user can create or login account and then buy some products by adding quantity also we can add or remove the quantity. In this user account information and products information can be saved in file. It also displays Shopping history and bill and then Logout.

Distinguishing Features of Project:

Modules:

I have import some modules in my project

- 1. tkinter Module
- 2. import messagebox from tkinter
- 3. import random Module
- 4. import datetime Module
- 5. import Abstract Module

Classes:

My code is divided into 6 classes

1. Abstract Class:

I made my user class abstract but it contains concrete methods also.

2. User Class:

Basically this class is the implementation of Abstract class. This class is used to show the interface to user at start of the project. Through this a user can login or create account also it allows user to exit.

3. Login Class:

This class allows the user to enter username and password for login and then purchase items.

4. Create Account:

This class allows the user to create account by enter some personal information.

5. Product Class:

This class shows the interface in which user can see the products and enter the quantity of products which he/she wants to buy. This class also generates bill and also updates quantity.

6. Shopping History:

This class saves the shopping history with username, date, time and also displays the shopping history to the user.

GUI (Graphical User Interface):

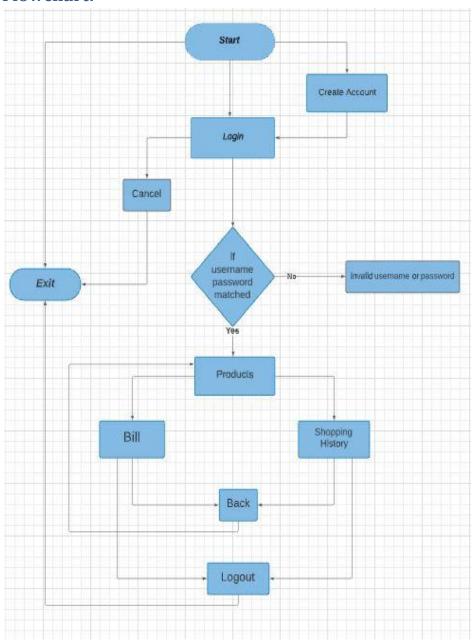
That's the main feature of my project that I used to show some interface to the user.

Requirements:

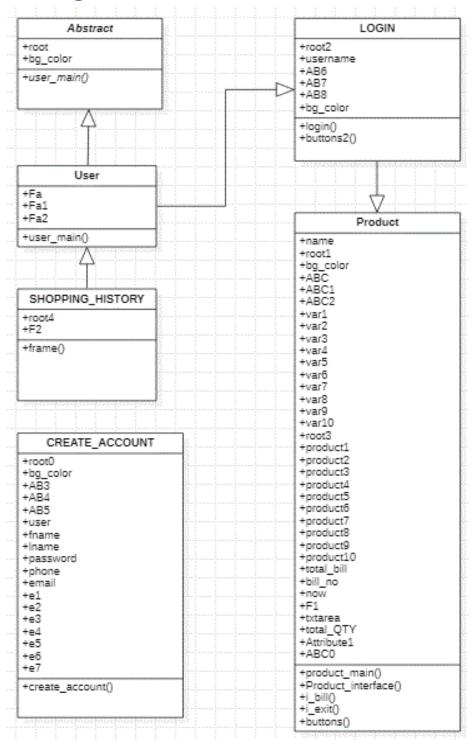
According to the requirement I have added four Object Oriented Features

- 1. Inheritance
- 2. Composition
- 3. Abstract Classes and Methods
- 4. Exception Handling

Flowchart:



UML Diagram:



Challenging part:

The most challenging part for me in this project was to destroy current window and open the new window when clicked on Button and also fetching data from list saved in file,

New Thing Learnt in Python:

I have learnt many things. First thing that this project is the practical examples of all the OOP concepts we learnt in the semester, and the most interesting thing that I have learnt was GUI. I found that coding with GUI is quite more interesting. Also I found many things new in GUI.

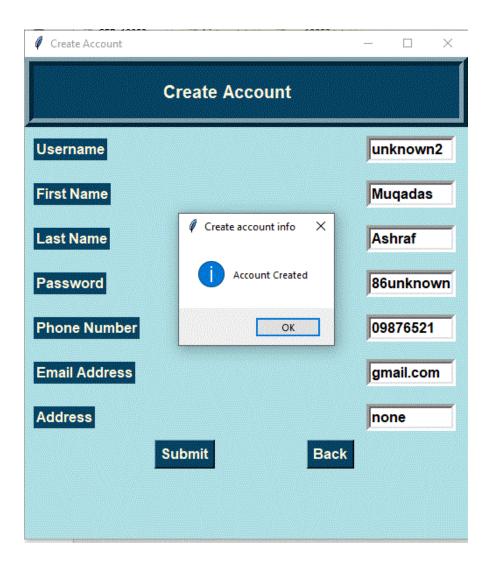
Future Expansion:

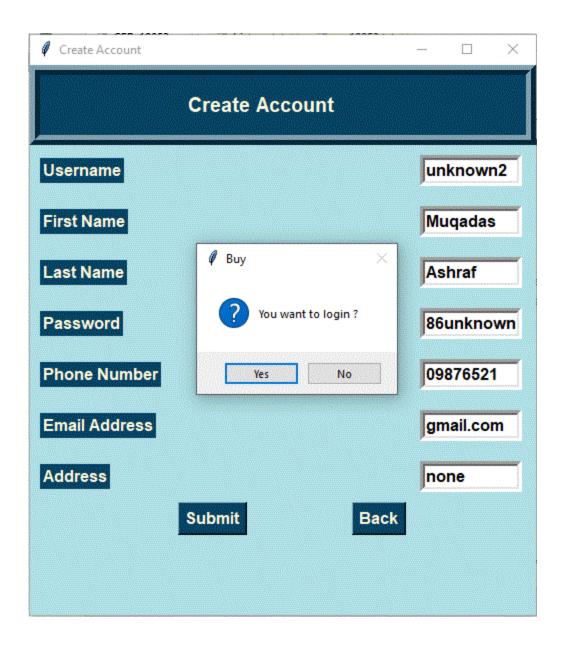
Extension version of this project will include pictures of items in store and admin class will be created which can update the stock or update the category of items. Feedback feature will also be introduced in this project. Customers can also search a product with alphabets

TEST CASE RUNS:

RUN 1:

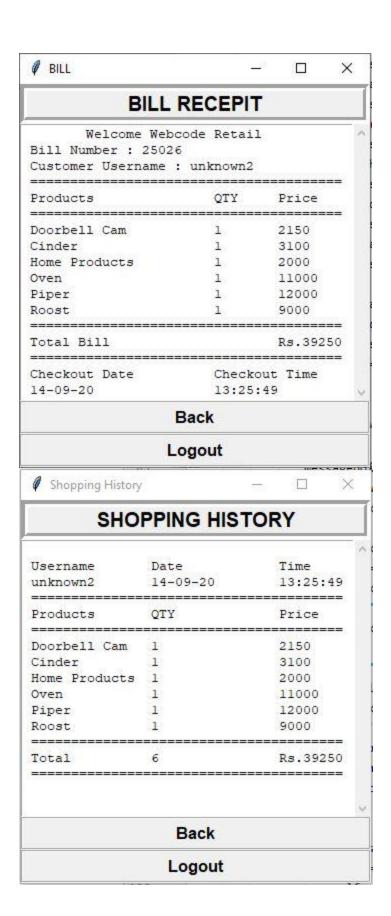












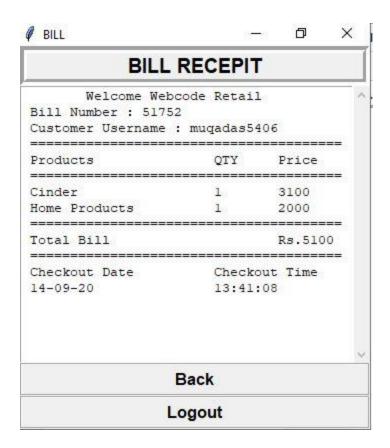
RUN 2:





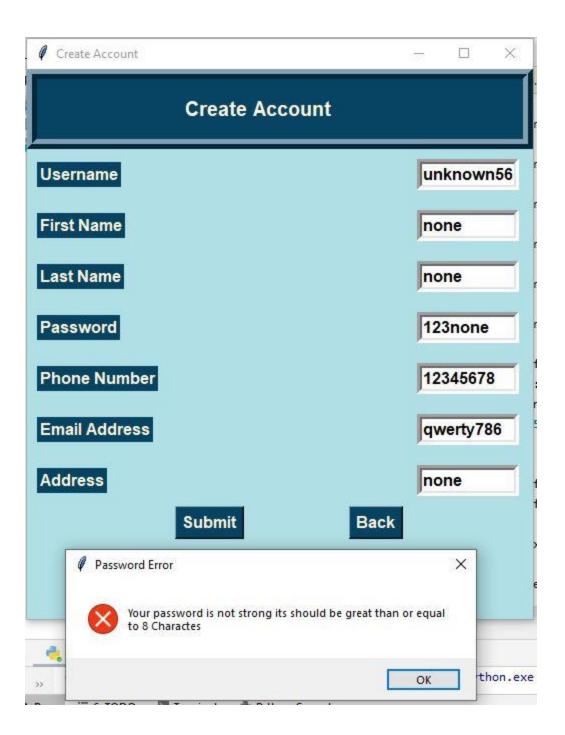


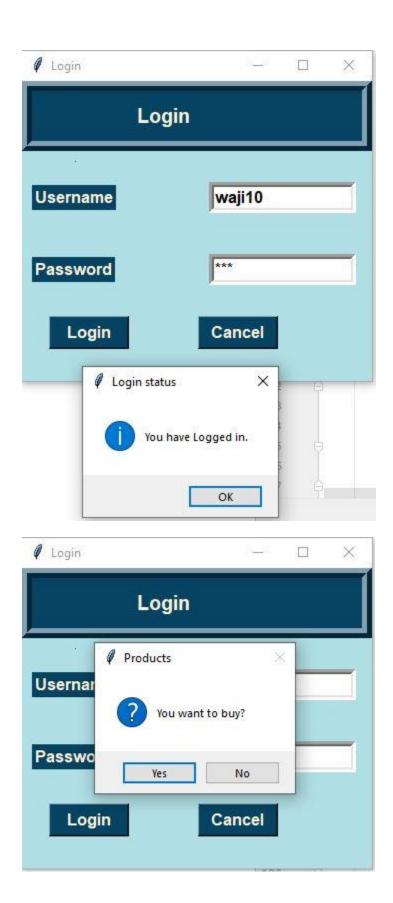


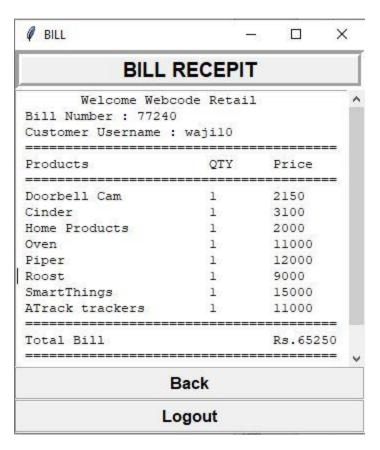


Run 3:

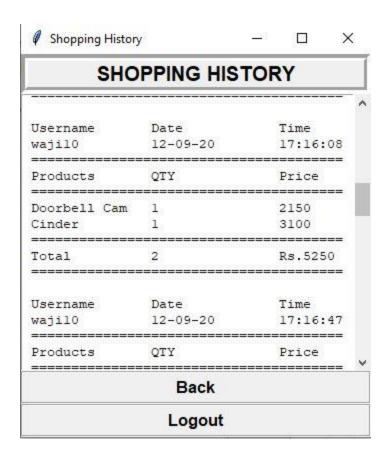












References:

- 1. Youtube
- 2. Stackoverflow
- 3. Many others

THANK YOU