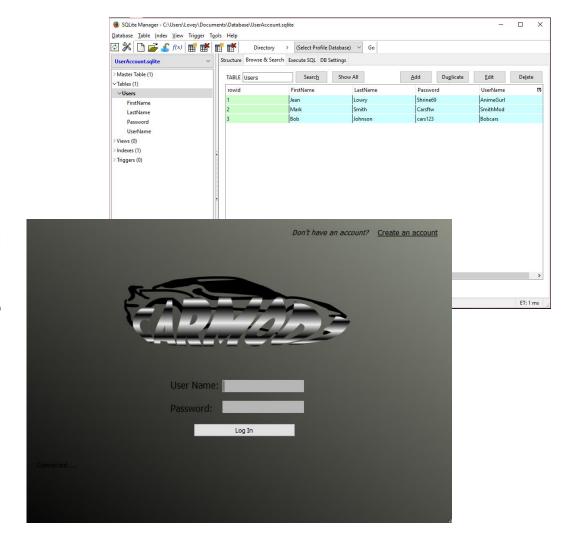
# CarModz

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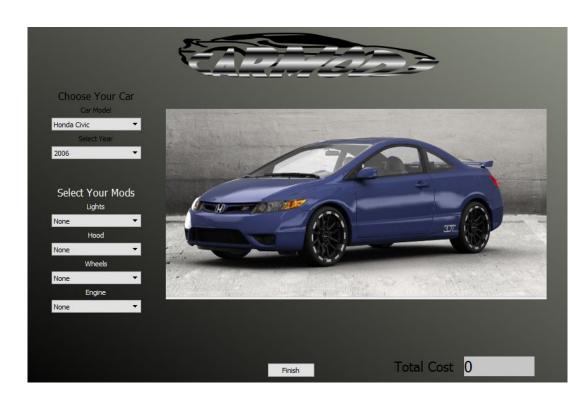
# Log In / Register

- Create an account to gain access
- Account will be saved into a database
- Multiple Users can be created
- Logging in Allows you to work on your projects



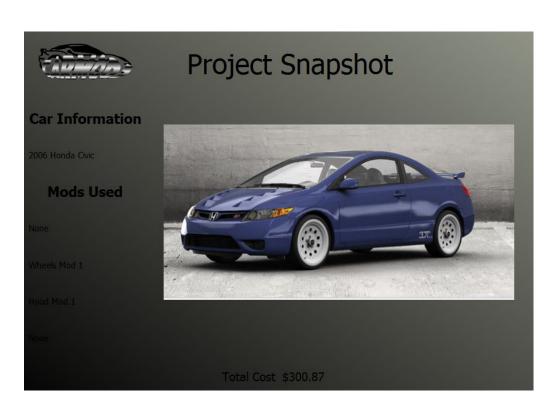
## **Customizing**

- Pick a car model and year
- Choose various car modifications
- Images of your mods will be displayed
- Calculator will show how much your mods cost



## **Project Snapshot**

- Allows you to review all options chosen for your project
- Image of options selected will be displayed
- Total cost for your project is also displayed

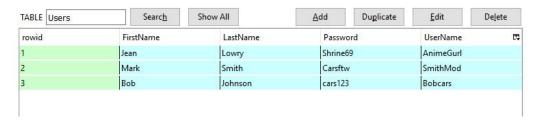


#### **Database**

- SQLite Manager
- Database is opened when needed and closed when not in use
- Users can be added to the table through our program

conn.connOpen();

```
void System::connClose()
{
    mydb.close();
    mydb.removeDatabase(QSqlDatabase::defaultConnection);
}
bool System::connOpen()
{
    mydb=QSqlDatabase::addDatabase("QSQLITE");
    mydb.setDatabaseName("C:/Users/Lovey/Documents/Database/UserAccount.sqlite");
    if(!mydb.open()) {
        qDebug()<<("Failed to open the database");
        return false;
    }
    else{
        qDebug()<<("Connected....");
        return true;
    }
}</pre>
```



# What have we accomplished?

- Functioning calculator used to determine price of build
- Database that will hold user information
- Parts list that grabs information needed from a text file
- Project class that receives user selections, and sends the appropriate classes to work with that selection
- Working GUI
- Project Snapshot, an overview of the overall project the user has put together

#### What we would like to add

- User Forums
- User Gallery
- User Messaging
- Listener Class