**GADGETS SHOPPING CART**

**AIM:**

To design a Gadgets shopping cart system using trees.

**ABSTRACT:**

An Online shopping system that permits a customer to purchase gadgets online and submit their orders for items. The system displays available gadgets and its starting price. The Customer can view the gadgets based on its starting price. Once they decided to buy the gadget, they can place their order. The concept of trees (splay tree and avl tree) and STL (Vector) is used.

**DESCRIPTION:**

This gadgets shopping cart system has two logins. Admin and customer. Customer is allowed to place order. Admin can track the number of gadgets present in each model. There are 6 gadgets and each consisting of 5-7 models. The display screen shows the gadget name, its starting price and available counts. Once the customer places order, no. of available gadgets gets decreased.

**PROGRAM STRUCTURE:**

**Structure: Functions:**

int key; Insertion of Gadgets

int count; Searching of Gadgets

int num; Display (Inorder Traversal )

char name[200]; Tracking of counts of Gadgets

struct NODE \*left;

struct NODE \*right;

int height;