**DOCUMENTATION- SHOPPING SIMULATION**

Three classes are used which are

1. Customer.java
2. Shop.java
3. Use.java(main class)

**Customer.java**

It contains the **constructor Customer** with the registration details

* Customer id.
* Customer name.
* Customer type (heavy or light weight customer).
* Availability of carts to customer.

**Shop.java**

Shop is the class where customer can do shopping from the grocery store.

* Can buy any item from the store.
* Can buy in kgs.
* Price is generated as soon as the customer buys the product.
* Number of items in cart is also generated.
* Can add the item to the cart at any moment of time.
* Can remove the item from cart.
* Billing is done at counter where all item prices are added and bill is given to customer.

**Use.java**

This is the main class where all the methods of classes are called and customer can shop easily by entering items through keyboard. For more customers multithreading can be used where customers can buy products simultaneously for which default values must be given.