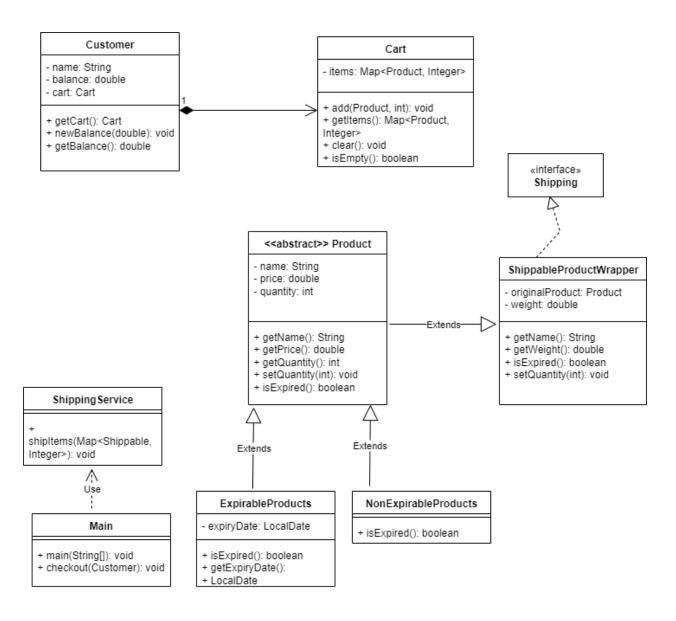
Evaluation Task

Console-Based E-Commerce System



1- UML Diagram

This Diagram is drawn using draw.io



User Input

Name: Passant Balance: 6000

→Cheese ×1, TV ×1

```
Enter your name: Passant
Enter your balance: 6000
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 1
Enter quantity: 2
2x Cheese added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 3
Enter quantity: 1
1x TV added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 0
```

System Output

```
** Checkout receipt **

1x TV 3000

1x Cheese 100

-------
Subtotal 3100.0
Shipping 30.0
Amount 3130.0
Remaining Balance: 2870.0
```

User Input

Name: Basma Balance: 1000

→ Cheese (2), Biscuits (1), Scratch Card (1)

```
<terminated> Main [Java Application] C:\Users\20115\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86
Enter your name: Basma
Enter your balance: 1000
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 1
Enter quantity: 2
2x Cheese added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 2
Enter quantity: 1
1x Biscuits added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 4
Enter quantity: 1
1x Scratch Card added to cart.
```

System Output

```
** Checkout receipt **

1x Biscuits 150

2x Cheese 200

1x Scratch Card 50

-----

Subtotal 400.0

Shipping 30.0

Amount 430.0

Remaining Balance: 570.0
```

User Input

Name: Ahmed Balance: 10000 **Empty Cart.**

```
Enter your name: Ahmed
Enter your balance: 10000
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 0
Cannot checkout: Cart is empty.
```

#Case 04

User I/P

Name: Tota Balance: 300

 \rightarrow TV (1).

```
Enter your name: Tota
Enter your balance: 300
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 3
Enter quantity: 1
1x TV added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 0 Cannot checkout: Insufficient balance.
```

For expired products after modifying the date in the products section.

#Case 06

No shipping fees for Scratch Card

```
Enter your name: Aya
Enter your balance: 200
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 4
Enter quantity: 2
2x Scratch Card added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 0
** Checkout receipt **
2x Scratch Card 100
Subtotal 100.0
Shipping 0.0
Amount 100.0
Remaining Balance: 100.0
```

Large Quantity input even when customer has sufficient balance.

```
Enter your name: H
Enter your balance: 700000
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 3
Enter quantity: 200
Not enough stock for: TV
```

#Case 08

Pass when balance = Total

```
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): Invalid choice.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 1
Enter quantity: 1
1x Cheese added to cart.
Available Products:
1 - Cheese (100 EGP)
2 - Biscuits (150 EGP)
3 - TV (3000 EGP)
4 - Scratch Card (50 EGP)
Enter product number to add to cart (or 0 to checkout): 0
** Shipment notice **
1x Cheese
             200g
Total package weight 0.2kg
** Checkout receipt **
1x Cheese 100
1x Cheese
Subtotal
               100.0
Shipping
               30.0
130.0
Amount
Remaining Balance: 0.0
```

3- Issues and Solutions:

- Shipping fees weren't added to the total amount; The problem was that menu items weren't added as instanceof Shipping (Items that are shippable).
- There were some typographical errors which I resolved.
- ShippableProductWrapper class to **add shipping behavior only to specific products** without modifying the original Product class.