

Bondar Dragos handles interactions from the buyer's perspective. He does not manage vehicle inventory directly (that's Student 1's job); instead, he enables users to browse, build their wishlist/cart, and place vehicle orders.



Tasks:

1. Shopping Cart / Wishlist Management
 - Add a vehicle to the shopping cart (e.g., a specific model with a chosen quantity — typically 1 per vehicle).
 - Modify details (e.g., change selected model or cancel interest).
 - Delete a vehicle from the shopping cart.
 2. Place a Vehicle Order
 - Finalize the purchase by placing an order for all selected vehicles.
-

File: shopping_cart.txt

This file tracks the buyer's selected vehicles.

<vehicle_id_1> <quantity>

<vehicle_id_2> <quantity>

...

File: orders.txt

When a purchase is made, order details (including date and vehicle IDs) are stored here:

<order_date>

<vehicle_id_1> <vehicle_id_2> ...

Executable Commands (Buyer-Facing App):

These commands would be provided via something like `./buyer_app.exe`:

- `./buyer_app.exe view_cart`
View all vehicles currently in the shopping cart.
- `./buyer_app.exe add_vehicle <vehicle_id> <quantity>`
Add a vehicle to the cart (normally quantity = 1).
- `./buyer_app.exe modify_vehicle <vehicle_id> <new_quantity>`
Update the quantity or interest in a particular vehicle.
- `./buyer_app.exe delete_vehicle <vehicle_id>`
Remove a vehicle from the cart.
- `./buyer_app.exe purchase`
Confirm the purchase and generate an order.