# Final Assignment

The goal of this assignment is to create a shopping web application. Base structure is in out network folder

**Tasks**

1. display the items for sale (from items.json)
   1. the items should be loaded using **AJAX** on the start of the application
   2. have an ‘add to cart’ button for each of the items
   3. display the name, price (in dollars), state and image
   4. display in addition the price in shekel (which should update every time the exchange rate changes **in part 3**).
2. display the items in the shopping cart
   1. have a ‘remove from cart’ button
   2. display the name of the item and the price of the item for each of the items in the cart
   3. Display the number of times it was added to the cart
   4. display the total price of the items in the shopping cart
   5. the shopping cart should be persisted to the **local storage**
   6. the shopping cart should have a clear button that empties the cart.
3. display the exchange rate of dollars to shekel
   1. update the exchange rate from the **SSE** stream at **‘/exchange/stream’** listen for events on **‘shekel’**

**NOTICE:** we are using a mock SSE (like we did in the SSE tutorial)

* 1. when the exchange rate changes all the item’s shekel prices should be updated
  2. the exchange rate should be saved to localStorage (so it has an initial value of the last exchange rate we saw)
  3. give the shekel an initial value of 4 (if no value is in the local storage)

1. the shopping cart should have a checkout button that when clicked opens a new page
   1. in the **new page** there should be a field for a credit card number and a buy button
   2. If the buy button is clicked then check that the credit card has only numbers and dashes and is at least 12 chars and at most 16 chars
      1. If not, display an error message
      2. If yes, call the **WebWorker** that performs the buy. Display for a success message when the worker finishes, with the price in shekel using the current exchange rate

**BONUS**

1. Let the user change between shekel and euro (listen for messages on ‘**euro’**)
2. Change the shopping cart window to a Bootstrap Modal
3. use the **odomoter.js** library to update the shekel rate of all item with an animation