**CSC102 Project 2 – Preferred Customer Shopping Application**

Your task is to develop a preferred customer shopping application that meets the following criteria:

1. Provide a welcome screen that provides basic instructions for the user regarding how to use the application. Provide a help link that will open another window that displays more detailed instructions for using the application. The opening screen should include a button that allows the user to move into the main application and a button that allows the user to exit the application.

2. The main screen of the application should allow the user to enter their name, address, telephone number, and a check box to indicate whether or not they would like to be added to our mailing list. Create a person class that includes the name, address, and phone number. Create a subclass of person called customer which holds the Boolean result of the mailing list checkbox.

3. Below the customer information, provide five places to enter a product number, product name, price, and quantity.

4. The application should calculate the total, including any preferred customer discount. There should be three levels of customer: basic (spent less than $500)– 0% discount, silver (spent $501 and $1000) – 5% discount, gold (spent more than $1000) – 10% discount. Create a preferred customer class that is a subclass of the customer class that will be used to determine the appropriate discount.

5. Build a database that holds the product information above for at least 10 products. Display that database in the Data Grid view on your form so the user can see the product information that they will add to the space you provided for the products.

9. Provide an exit button on each form that will close the entire application.

Make sure you develop an attractive, professional, and clear user interface, and elegant and fully documented code with appropriate exception handling. Provide sufficient instruction for the user to know what to do.

Structure your code as efficiently and modularly as you are able. Create methods that compartmentalize the functions of the application. Use any elements that we have learned about in class to complete this task. If you think you need/want to use something we didn’t cover in class, discuss that with me first.

Make certain that you have met all of the requirements for the project. Read very carefully. Nothing is hidden, but don’t miss things.

To turn in your project, zip the entire project folder and upload it to eLearning before the due date.

The goal is for you to improve the quality of this vending machine over your last by using more powerful and elegant code than you did last semester.

Have fun with this!