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Project construction and design report!

Project: Online Computer Shop Application Brief: Our team has chosen to develop an online shopping application dedicated to the sale of computers, tablets, and PC parts.

The application's structure consists of ten classes in total. The parent class is named 'Product,' which has three subclasses: 'Laptop,' 'PC Parts,' and 'Tablets.' These subclasses are designed to categorize the different types of products available in the store.

The application also includes a 'Shopping Cart' class, which is responsible for adding products to the cart and displaying the total amount. The 'Checkout' class is another crucial part of our application. It contains two payment methods, providing users with flexibility when finalizing their purchases.

We have also designed a 'Menu' class to facilitate navigation between different parts of the application. This class connects all other classes, allowing users to access different sections of the application seamlessly.

Finally, a 'Contact Details' class is included to provide users with essential contact information. This feature is crucial for customer service and addressing any queries or concerns from the users.

In summary, our online computer shop application aims to provide a user-friendly platform for purchasing computers, tablets, and PC parts. With a well-structured class system and various functional features, we believe our application will deliver a seamless shopping experience for all users.

Contribution:

Tun Kanokwiroon:

- Shopping Cart Class.
- Online shop Class.
- Menu Class.
- Laptop Class.
- Computer Store Class.

Tun focused on the main functions, And performed the testing, data store into the array.

James Dunlop:

- Product Class.
- Contact information.
- PC Parts Class.
- Tablet Class.

James focused on the design of the code and wrote the skeleton of the code.