Shopping App Using Python

In [1]:
```
class ShoppingCart:
    def __init__(self):
        self.cart = {}

    def add_to_cart(self, product_id, quantity=1):
        if product_id in self.cart:
            self.cart[product_id] += quantity
        else:
            self.cart[product_id] = quantity

    def remove_from_cart(self, product_id, quantity=1):
        if product_id in self.cart:
            if self.cart[product_id] <= quantity:
                del self.cart[product_id]
            else:
                self.cart[product_id] -= quantity

    def view_cart(self):
        print("Your Cart:")
        total_price = 0
        for product_id, quantity in self.cart.items():
            details = product_catalog.get(product_id)
            if details:
                total_price += details['price'] * quantity
                print(f"{details['name']} - Quantity: {quantity} - ${details['price
        print(f"Total: ${total_price}")

    def add_category(category_name):
        if category_name not in product_catalog.values():
            product_catalog[category_name] = []
            print(f"Category '{category_name}' added.")
        else:
            print(f"Category '{category_name}' already exists.")

    def update_category(product_id, category):
        if product_id in product_catalog:
            product_catalog[product_id]['category'] = category
            print(f"Category updated for product ID {product_id}.")
        else:
            print(f"Product ID {product_id} not found.")

    def display_payment_options():
        print("Payment Options:")
        print("1. UPI")
        print("2. Debit Card")
```

In [2]:
```
shopping_cart = ShoppingCart()
```

In [3]:
```
def display_msg_welcome():
    print("Welcome to the Shopping Application")

# Defining class and objects for making the different criteria
# for user
user_database = {'user1':'password1', 'user2': 'password2'}
def user_login(username, password):
    if username in user_database and user_database[username]== password:
        return True
    return False
```

```
#for admin
admin_database = {'admin':'adminpassword'}
def admin_login(username,password):
    if username == 'admin' and admin_database['admin'] == password:
        return True
    return False
```

In [4]:
```
product_catalog = {
    1:{'name':'Boots', 'category':'Footwear', 'price':50},
    2:{'name':'Coats', 'category':'Clothing', 'price':100},
    3:{'name':'Jackets', 'category':'Clothing', 'price':80},
    4:{'name':'Caps', 'category':'Accessories', 'price':20},
}
```

In [5]:
```
def view_catalog():
    for product_id, details in product_catalog.items():
        print(f"{product_id}: {details['name']} - {details['category']} - ${details

def add_product(product_id, name, category, price):
    product_catalog[product_id] = {"name": name, "category": category, "price": pri
```

In [6]:
```
display_msg_welcome()

# Get user input for login
user_username = input("Enter your username: ")
user_password = input("Enter your password: ")

if user_login(user_username, user_password):
    print("User login successful.")
    view_catalog()
    # Implement user interactions
else:
    print("Invalid username or password.")

# Get admin input for login
admin_username = input("Enter admin username: ")
admin_password = input("Enter admin password: ")

if admin_login(admin_username, admin_password):
    print("Admin login successful.")
    # Implement admin interactions
else:
    print("Invalid admin username or password.")
```

```
Welcome to the Shopping Application
Enter your username: user1
Enter your password: password1
User login successful.
1: Boots - Footwear - $50
2: Coats - Clothing - $100
3: Jackets - Clothing - $80
4: Caps - Accessories - $20
Enter admin username: admin1
Enter admin password: password1
Invalid admin username or password.
```

In [ ]: