



UNIVERSITEIT VAN PRETORIA
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BELLISIMO
PHASE 2

DEADLINE: 24 OCTOBER 2017

1 Project Background

Sarah, the owner of Bellissimo is happy about the booming response from the website that has been created for the company. A lot of suggestions coming from the customers is that they would love to be able to buy items online instead of coming to the store.

2 Online Shopping

Create functionality within your existing Bellissimo project to allow a user to buy items online. The system should have the following functionality:

- User should be able to register, view and update their profile information
- User should be able to view all items that are currently in their cart
- User should be able to add and remove items in their cart
- User should be able to checkout their items.
- User's should have a log of all their history of all sales. Each sale should have a list of all items bought within that sale.

You have to use mocking to simulate the role of the bank for electronic payment – the only method of payment when doing online shopping with Belissimo. Set up the mock in such a way that the bank will either accept and honour the payment or decline the payment at a ratio of accept:decline = 95:05. If accepted, the transaction is persisted. If declined, the transaction is cancelled.

You need not implement any functionality around the delivering of items or cancelling of orders.

3 Technologies

Use a mocking framework of your choice along with the same technologies as described for phase 1 of this project.