North South University
Department of Electrical and Computer Engineering

Lab Project Report

Semester   :   NSU Fall 2022
Course Code   :   CSE 215L
Section   :   04
Group Name   :   B3

Faculty   :   Dr. Shafin Rahman (SfR1)
Lab Instructor :   A. S. M. Sabiqul Hassan

Project Topic   :   Sports Shop Management
GitHub Repo Link : [Repository Link]
Submission Date :   13/11/2022

Student Information	GitHub Account Links
2212356042 Al Mahfuz al.mahfuz@northsouth.edu	[(Abdullah Al Mahfuz) · GitHub]
2212480042 Motasim Abid Motasim.Abid@northsouth.edu	[(Motasim Abid19) · GitHub]
2211295042 Muhammad Tahmidur Rahman muhammad.rahman12@northsouth.edu	[(Muhammad Tahmidur Rahman) · GitHub]
2211968042 Md. Naimur Rahman naimur.rahman12@northsouth.edu	[(Naimur Rahman) · GitHub]

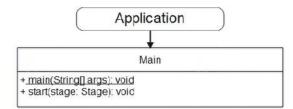# Sports Shop Management | Completed Features

Customer :
- ☑ ~~Creates New Account for new user~~
- ☑ ~~Proper Login system with Email and Password~~
- ☑ ~~Views different products according to categories~~
- ☑ ~~Selects products and adds to cart~~
- ☑ ~~Add product, change quantity, removes product from cart~~
- ☑ ~~Views list of products and prices during checkout~~
- ☐ Membership system for special discounts.

Seller :
- ☑ ~~Views the list of sales and Income with customer details.~~
- ☑ ~~View the monthly Income of his shop.~~

**UML Diagram of the project is displayed in the following page.

```
                    ┌─────────────────────┐
                    │    Application      │
                    └─────────────────────┘
                              │
                              ▼
┌───────────────────────────────────────────────────┐
│                       Main                         │
├───────────────────────────────────────────────────┤
│ + main(String[] args): void                        │
│ + start(stage: Stage): void                        │
└───────────────────────────────────────────────────┘
```

Admin
+ Login(regName: String, regPass: String) : boolean
+ Registration(regName: String, regPass: String) : boolean

DataFile
+ USERLOGIN: File
+ USERNAME: File
+ INCOME: File
+ TEMPFILE: File
+ CustomerNo: int
+ CustomerBill: int
+ CustomerName: String
+ CustomerPass: String

CartController
- stage: Stage
- scene: Scene
- root: Parent
- carItemName: TextField
+ getCartText(event: MouseEvent): void
+ goBackToMenu(event: ActionEvent): void
+ submitCart(event: ActionEvent): void

LoginController
- errorTextField: Label
- LoginUserPass: PasswordField
- LoginBtn: Button
- logUserName: TextField
- SignBtn: Button
- signUserName: TextField
- signUserPass: PasswordField
- errorLabel: Label
- stage: Stage
- scene: Scene
- root: Parent
+ switchToSignUp(event: ActionEvent): void
+ switchToSignIn(event: ActionEvent): void
+ LogInButtons(event: ActionEvent): void
+ signUpButton(event: ActionEvent): void

CricketController
- stage: Stage
- scene: Scene
- root: Parent
+ goBackToProductMenu(event: ActionEvent): void
+ buyBall(event: ActionEvent): void
+ buyBat(event: ActionEvent): void
+ buyPad(event: ActionEvent): void

MenuController
- stage: Stage
- scene: Scene
- root: Parent
+ MenuExit(event: ActionEvent): void
+ UserCart(event: ActionEvent): void
+ productsBtn(event: ActionEvent): void
+ ShopAdsBtn(event: ActionEvent): void
+ UserInfoBtn(event: ActionEvent): void

FootballController
- stage: Stage
- scene: Scene
- root: Parent
+ goBackToProductMenu(event: ActionEvent): void
+ BALL1(event: ActionEvent): void
+ BALL2(event: ActionEvent): void
+ BALL3(event: ActionEvent): void

ProductMenuController
- stage: Stage
- scene: Scene
- root: Parent
JerseyBtn(event: ActionEvent): void
ProductMenuExit(event: ActionEvent): void
CricketBtn(event: ActionEvent): void
footballBtn(event: ActionEvent): void

JerseyController
- stage: Stage
- scene: Scene
- root: Parent
+ goBackToProductMenu(event: ActionEvent): void
+ buyArgJersey(event: ActionEvent): void
+ buyBDJersey(event: ActionEvent): void
+ buyBarcaJersey(event: ActionEvent): void
+ buyIndJersey(event: ActionEvent): void
+ buyPakJersey(event: ActionEvent): void
+ buyPsgJersey(event: ActionEvent): void

UserInfoController
- stage: Stage
- scene: Scene
- root: Parent
- UsernameLabel: Label
- passwordLabel: Label
+ GOBackTOMenu(event: ActionEvent): void
+ Initialize(url: URL, resourceBundle: ResourceBundle): void