

Digikala project

Amirhossein fazeli

Introduction:

This assignment is about producing recreating a shopping website like digikal, with three roles of admin, seller and users.

In this assignment we will review all we learned so far in OOP .

Design and Implementation:

You can sign in as a predefined admin (username and password: admin) and can access the request lists (user requests for wallet and shopping carts, and seller request for signing up).

As a seller you can add a product (which is done by the class “Adder”) or view your products, there are 8 categories (electronics, tools etc) all inherited from “Product” with several subcategories (laptop, Etool, etc) which a seller can choose when adding a product.

The processes of sign ups and logins of all 3 roles take places in the class “AccountHandling” and the process of writing and deciding requests take place in “RequestHandling”.

As a user, when you sign up you only need to insert an email and a password, other information can be updated/edited later, and the restrictions is taken care of, for example you cant purchase your cart without adding an address of change your password without adding an email.

Searching a product is done only by title and the program searches it in the ProductList where all of the products are added to, when you choose a search result you can either add it to your cart or view the product’s details such as (comment section) before deciding.

A user can comment and rate on the products they bought.

Bonus:

1. valid email/phone number checker and strong password filters are used by regex.
2. Searching a product can be handled either way a product contains a searched title or vise versa, price limit can be applied during search.
3. A user can rate bought products and an average rating is calculated and applied as a product attribute.

4. As an user you have a “news” section with a number next to it indicating numbers of the news, the news can be either the status of their requests or the increase in their balance.

Conclusion:

I really learned the importance of OOP in organization of the code and how to have a general view and then complete the details.