## DEPARTMENT OF COMPUTER & INFORMATION SYSTEMS ENGINEERING BACHELORS IN COMPUTER SYSTEMS ENGINEERING

**Course Code: CS-116** 

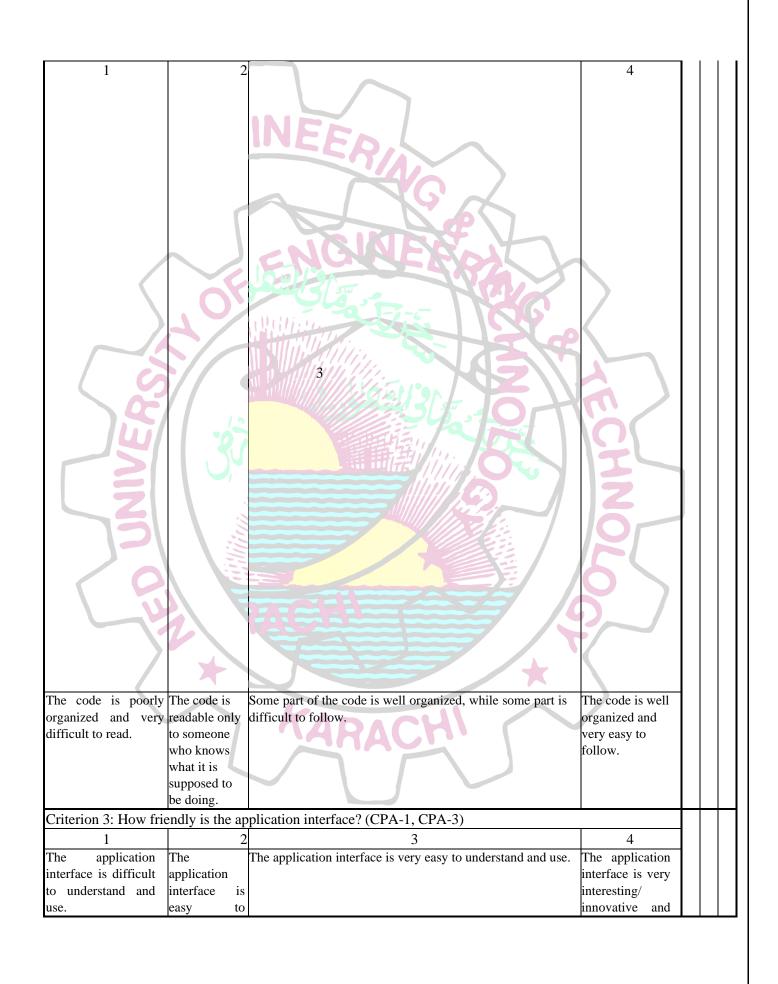
Course Title: Object Oriented Programming <u>Complex Engineering Problem</u> FE Batch 2020, Spring Semester 2021 Grading Rubric

**TERM PROJECT** 

#### **Group Members:**

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CRITERIA AND SCALES					ed
			S1	<b>S2</b>	<b>S3</b>
Criterion 1: Does the	e application n	neet the desired specifications and produce the desired outputs? (CPA-1,			
CPA-3)					
1	2	3 4			
The application	The	The application meets the desired specifications but is The application			l
does not meet the	application	producing incorrect or partially correct outputs. meets all the			l
desired	partially meets	desired			1
specifications and is	the desired	specifications			
producing incorrect	specifications	and is producing			l
outputs.	and is	correct outputs.			l
	producing				l
	incorrect or				l
	partially				l
	correct				
	outputs.				
Criterion 2: How we	ell is the code of	organization?			



	understand and but not that comfortable to use.		easy to understand and use.	
Criterion 4: How do	es the student	performed individually and as a team member? (CPA-2,	CPA-3)	
1	2	3	4	
The student did not	worked on the	The student worked on the assigned task, and	The student worked on the	
work on the assigned task.	assigned task, and accomplished	accomplished goals satisfactorily.	assigned task, and	
	goals partially.		accomplished goals beyond expectations.	
Criterion 5: Does the	e report adhere	e to the given format and requirements?		
4	2	3	4	
required		The report contains all the required information but is formatted poorly.	The report contains all the required information and completely adheres to the given format.	
pooliy.	won.		Total Marks:	

# NED UNIVERSITY OF ENGINEERING AND TECHNOLOGY

## DEPARTMENT: COMPUTER SYSTEM AND INFORMATION TECHNOLOGY ENGINEERING

**COURSE: OBJECT ORIENTED PROGRAMMING (CS-116)** 

#### **SUBMITTED BY:**

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- MISS MARIA WAQAS
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### **INTRODUCTION**

This CEP is developed using Python Programming Language. In this project we have designed a online shopping cart with the help of advanced python features. The project is based on GUI using Tkinter module. This project lets any user buy any particular product that's available on our

list. We have inserted images with respect to every product for the ease of use and for the sake of being user friendly.

#### PROBLEM DESCRIPTION

We have designed an online shopping cart so that any user can buy any products of their choice by just at the comfort of their home.

# PROCEDURAL WORKING

The procedure of our project and the procedure the user has to go through:

- Upon coming to the main window, the user has to create an account to sign in
- The user can explore the shop but cannot buy anything until he has a valid account
- On the window there are 2 options i.e "login", if the user already has an account and "join us", to sign in and sign up the account.
- After the login process, the window shows the bundle and hot deals and it shows the recommended products by the shop itself

- Upon clicking on the menu, several categories of products open from which the user can select anything
- The products which are selected are added into the cart and the corresponding prices are also shown in the cart
- There is a slider attached with the image of every product which indicates the quantity of that product
- Once the user has selected all the desired product's he can view it through the view cart button in which all the details of his expenditure will be given
- He can select and remove the items at any time
- Once the user has bought the items it is automatically saved in his shopping history
- In the cart history, all the previous bought items are shown to the user
- The user can check out after buying the items and he will return back to the sign in sign up screen.

# DISTINGUISHING FEATURES OF OUR PROJECT

We have designed this GUI project by implementing 6 classes:

- CSVfiling
- Login\_info
- User\_info
- Display\_products
- Front\_page
- Cart

#### 1.CSVfiling

In this class we are basically setting up the filing process through using canvas. We are setting up the files in which the data will be saved and especially in which format will it be saved by using functions i.e "<u>setting\_fields</u>" and "<u>setting\_rows</u>".

The writing and reading of a file is done by using the functions "writing to file" and "reading from file".

#### 2.Login\_info

In this class we have constructed and organized the working of sign in, sign up and login. Firstly, the user will login the window if he already has the account made, for that we have used the function "login".

The user has to eventually logout after the purchasing the items by clicking on the logout button. This has been done by using the "logout" function.

When the user is done exploring and buying item's he/she has to logout, and comeback to the sign-up screen. How this process will be implemented is done by using a user defined function "log out window"

For the case, if the user doesn't have an account, then he has o create one by clicking on sign up button and a sign-up box will open where he has to provide his credentials that are required and the information he provided will be automatically to the file generated before. It will also give a message if upon logging in the account information inserted is wrong. This process is done by using the following functions:

- · "login"
- "logout\_window"
- "sign\_up"
- "file login"
- "file\_signup"
- "open"

#### 3.File Handler

This class is inherited from the built-in "ABC" in Python. This inheritance denotes that "FileHandler" is an abstract class which provides the framework for the filing done in the application. It contains two methods:

- 1. writing\_to\_file
- 2. reading\_from\_file

#### 4.Display\_products

In this class, we have coded every single detail for all the products present in our list. We have extracted the quantity values of the products through "get\_value" function. We have written code for every product for its color and for its image where will it show and what's going to be the price of it. We have inserted images for every particular product. Whatever the user does, if he adds the product by one or increases it quantity it will be appended to the data saving file. Hence all the work on the products that needs to be done is done by through this class

#### 5.Front\_page

This class is inherited by all the classes coded before. First the geometry of the front page is coded and the position of the products, deals, buttons, menu bar which are all presented on the front page are set up through this class. The forward and previous buttons and the background picture and the colors of every particular element is coded through methods and functions

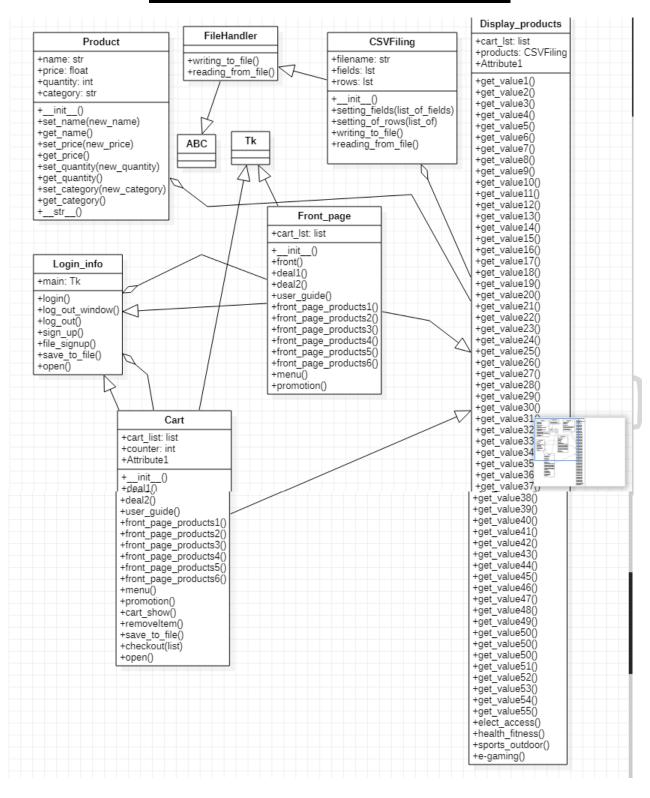
#### 6.Cart

Whenever the user buys something its automatically saved in the file. The display of the cart, the allowance of Removing a particular item and the geometry of the cart show is also done through this class. We have designed a user guide for the user which he can click on and see that in what simple steps he can explore and buy the products.

#### **BACK-END FILING:**

We have 3 csv files that does the work of filing. First file is products.csv file in which all the products that are present in our list are saved. The next two files are data.csv and cart.csv in which all the previous products that are bought by a particular user has been stored and in the other file the account information of the user is saved.

#### FLOW OF THE PROJECT:



#### **MOST CHALLENGING PART OF OUR PROJECT:**

Most challenging part was implementing OOP in GUI.

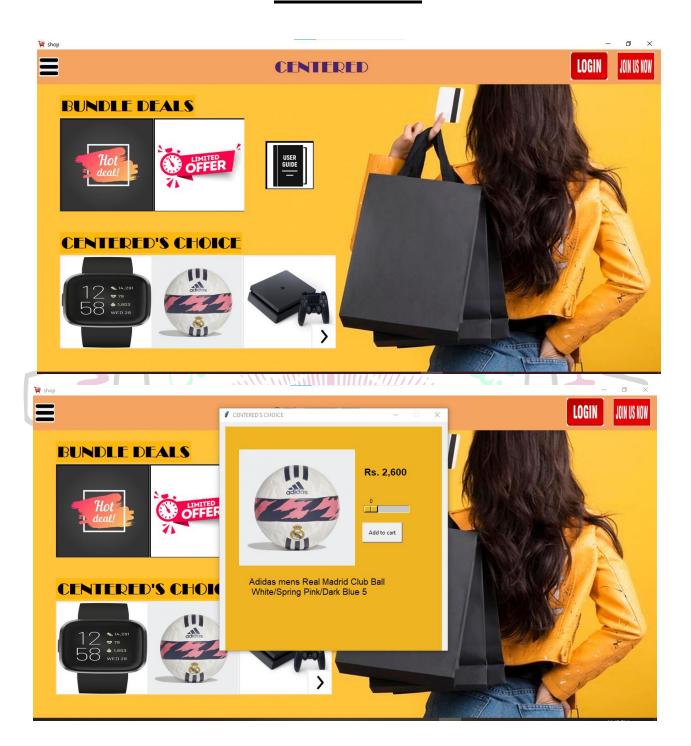
#### **NEW THINGS WE LEARNT IN PYTHON:**

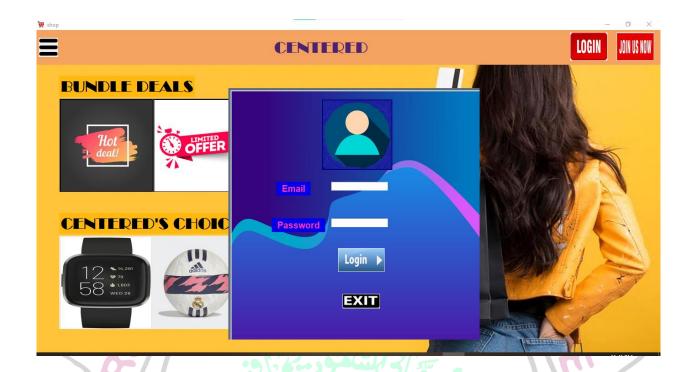
- We learned how to work as a group and execute the task by managing time
- We were not much similar with GUI. This project raised our interest in it much more as we got to work with it
- We learned the csv format we never used it before and it was really helpful in filing and executing the code.

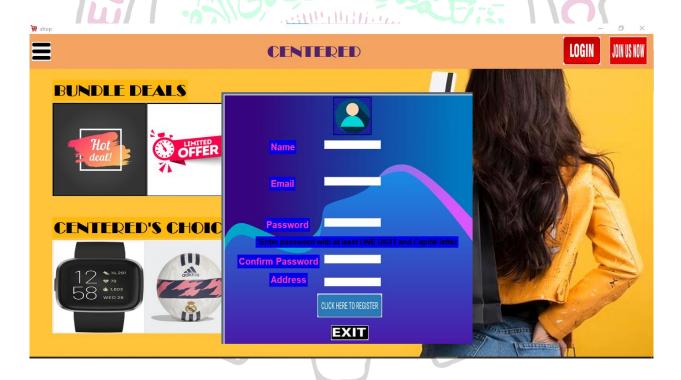
#### **FUTURE EXPANSIONS:**

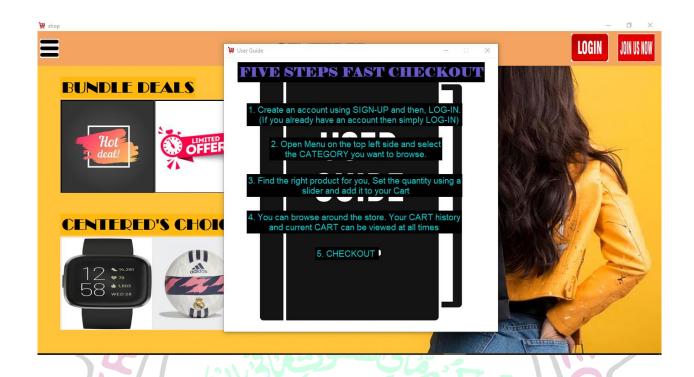
- We can add an online payment option through different ways like credit card, debit card.
- we can add the information of the seller as we see it on apps like amazon etc
- we can add an option for the sizing of the clothes so that its easy for the user
- to buy the garment.

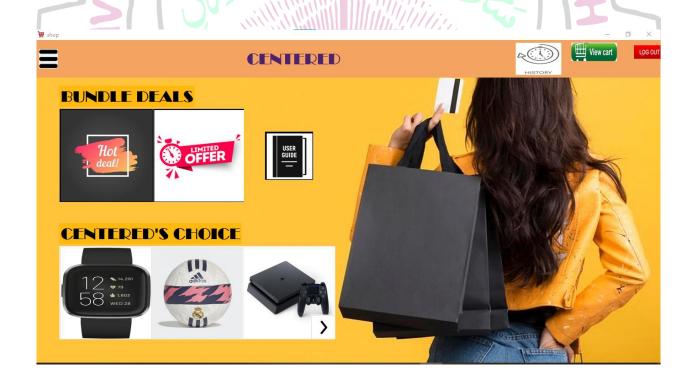
### **TEST RUNS**

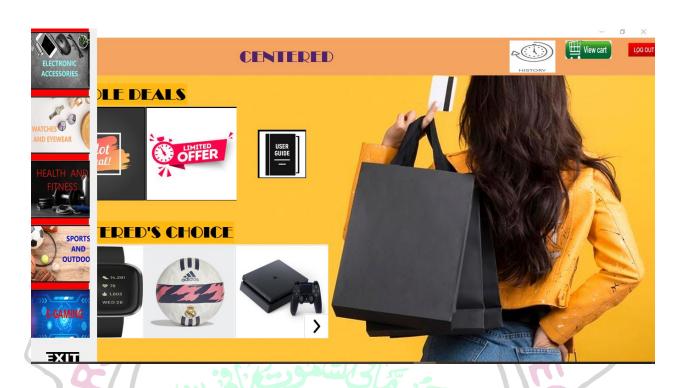


















SPORTS AND OUTDOO



Fitbit Versa 2 Health and Fitness Smartwatch with Heart Rate, Music



NEXT PAGE

₩ View cart

LOG OU

