|  |  |
| --- | --- |
| TextUI | calls |
| TextUI | No other methods |
| MainMenu | No other methods |
| RouteChoice | ItemMenu() DisplayInventory() AddItemToCart() DisplayCart() Items() RemoveItemFromCart() CartItems() Checkout() setprecision() ClearCart() |
| ItemMenu | No other methods |

|  |  |
| --- | --- |
| ShoppingCart | Calls |
| ShoppingCart | No other methods |
| AddItem | IncreaseQuantity() get\_id() |
| RemoveItem | Get\_quantity() DecreaseQuantity() |
| DisplayCart | No other methods |
| ClearCart | ClearCart() |
| get\_items() | No other methods |

|  |  |
| --- | --- |
| Item | calls |
| Item | Assigns id,type,cost, quantity |
| get\_id() | No other methods |
| get\_quantity() | No other methods |
| get\_cost() | No other methods |
| get\_type() | No other methods |
| IncreaseQuantity | No other methods |
| DecreaseQuantity | No other methods |
| ToString | Setprecision() |
| Clone | Item() |
| operator<< | No other methods |

|  |  |
| --- | --- |
| Store | Calls |
| Store | Item(), ShoppingCart() |
| DisplayInventory | ToString() |
| Items | ToString() |
| CartItems | Get\_items(), get\_quantity(), get\_id(),ToString() |
| AddItemToCart | Get\_id(), decreasequantity(), clone(), addItem() |
| RemoveItemFromCart | Get\_items(), get\_id(), RemoveItem(), IncreaseQuantity() |
| DisplayCart | DisplayCart() |
| Checkout | Get\_items(), get\_cost(), get\_quantity(), get\_type(), to\_string(), ClearCart() |
| ClearCart | ClearCart() |

Task 2 Clone():

We utilize this method in the AddItemToCart() method to copy the data over to our ‘target’ variable. This allows us to add the item to cart by copying the information over and manipulating the quantity in stock. I believe it is included in the class definition because all the item’s attributes are private and we need to be able to access them for the cart.

Task 3:

TRAIT Item Store TextUI

Cohesive Yes, there is a pretty linear platform Yes, there aren’t complex methods Half and half, the function calls can get difficult to follow

Clear Yes, each function is simple and attributes match up Yes, each method is created with a purpose No, the methods are hard to trace but it is functional

Convenient

Yes, all variables are accessible through getters and setters Yes, you can access everything like an actual shopping cart Yes, has a lot of structure with implementation

Consistent Yes all names and parameters make sense Yes, all methods and parameters make sense in relation No, some methods and variables could be improved