Sales Application

1. System definition

This application should provide the user with the basic functionalities of any sales app. The user should be able to add items to a so-called cart. These items should be structured in groups and each item may have options (such as size or any other extra product characteristics) which can modify the price. Also, the user should be able to edit the groups, items and options.

1. Entities:

A picture containing text

Description automatically generated

Timeline

Description automatically generated

Methods:

Graphical user interface, application

Description automatically generated

Background pattern

Description automatically generated

A picture containing application

Description automatically generated

Basic instructions:

Each endpoint only affects its corresponding entity. (eg. PATCH /groups does not affect products or options).

In the repo there is also an angular demo app. It has 2 routes:

/ - this is the sales interface

/admin - this is the administration interface.

* To edit an entity you can double click on its box.