

Seneca College

Applied Arts & Technology
SCHOOL OF COMPUTER STUDIES

Workshop#5

INSTRUCTIONS

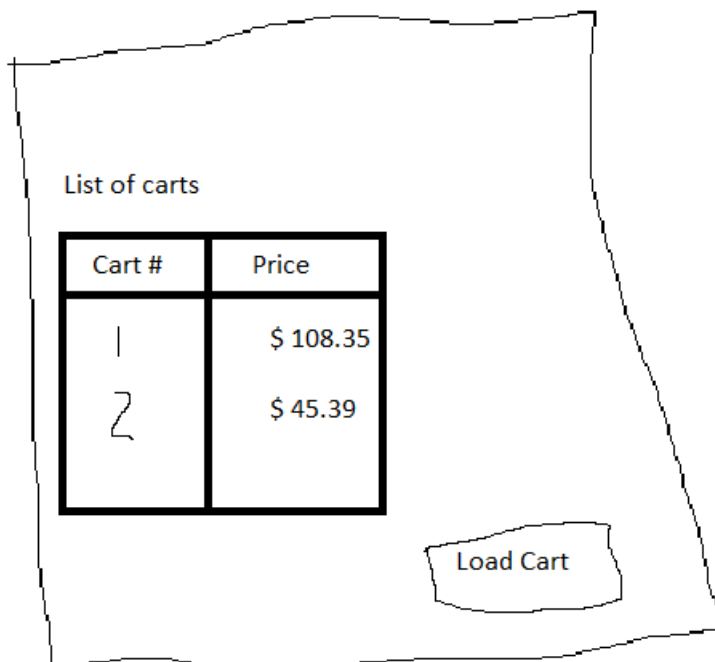
- *This workshop must be completed individually without any outside collaboration. All work must be your own. Copying or reproducing the work done by others (in part or in full) or letting others to copy or reproduce your own work is subject to significant grade reduction or getting no grade at all and/or being treated as academic dishonesty under the College's Academic Dishonesty Policy.*
- *Your goal is to finish the design part using the Scene Builder during the lab time, unless otherwise specified by your instructor.*
- *The backend coding for your design can be submitted as a part of DIY.*
- *Your application must compile and run upon download to receive any mark.*
- *To submit the workshop, please follow the Submission Guideline provided at the end of this document.*
- *You must submit your workshop by the due date. Late submissions policy is specified in the Academic Procedures for Evaluations document available through the class plan on Blackboard.*

Task:

You are going to continue working on the shopping cart from your workshop 4.

First you need to upgrade your window you have designed in workshop 4 and add a new button of "**save cart**".

Second you are going to design a new window which will show the list of the carts that are saved and are not completed. (A cart is considered complete once you will check out/ cash out the cart). A rough design for this window is show below,



Third you are going to need another button on the main window about cash out/ check out.

DIY – part

You are going to write the even handling,

- Your save cart button is supposed to save all the information of the current cart on to a file. (You can choose how would you like to save the cart on file via using serialization or using JAXB).

- Once the user is going to select the cart from the save cart window your program should load the cart on to the main window with the data that was written on the file.
- Check out or cash out is just going to pop-up a window and ask the user if they are done with the grocery and doesn't want to add more items. Upon confirmation from the client, you can remove that cart and clear out its contents.

Workshop Header

/*****

Workshop #

Course:<subject type> - Semester

Last Name:<student last name>

First Name:<student first name>

ID:<student ID>

Section:<section name>

This assignment represents my own work in accordance with Seneca Academic Policy.

Signature

Date:<submission date>

*****/

Code Submission Criteria:

Please note that you should have:

- Appropriate indentation.
- Proper file structure
- Follow java naming convention.
- Do Not have any debug/ useless code and/ or files in the assignment.

Deliverables and Important Notes:

- Your submission should include:
 - Your codes, your implemented interfaces and the image of the received outputs.

- Late submissions would result in additional 10% penalties for each day or part of it.

Remember that you are encouraged to talk to each other, to the instructor, or to anyone else about any of the workshops, but the final solution may not be copied from any source.

All deliverables are supposed to be uploaded as a combined PDF file on the blackboard once done.