Analysis

Assignment 3 tasks us to design and develop a Java application that emulates a shopping cart that will take a file input by the user and do operations on the cart depending on what operations the user specified. The program should take the file from args, parse each line as an operation, perform the operation on the cart, printing feedback about each operation along the way, then lastly output a cart receipt/summary then terminate. There are 5 different types of operations the user can perform: insert, search, update, delete, print. Insert adds an item to the shopping cart. Search counts the total quantity of items in the user’s cart with the specified name. Update changes the quantity value of the first instance of an item with the specified name. Delete removes all items with the specified name from the user’s cart, returning the total quantity deleted. Print outputs a cart receipt/summary to the standard output screen.

Design

UML Diagram:

