Assignment Instructions:

1. **Create the cart screen UI in Flutter** according to the screenshot provided. Use the JSON data below to display a list of two items: "Cow Milk (1L)" and "A2 Cow Milk (1L)."

2. **Default Quantity**: Use the qty field from the JSON to display the initial quantity for each product.

3. **Quantity Buttons**: Add "+" and "-" buttons for each product. The maximum quantity is specified by **maxQty** (5 for "Cow Milk" and 10 for "A2 Cow Milk"). If the user tries to exceed this limit, display an alert or toast message: "Maximum quantity reached." The minimum quantity is 1. If the user tries to reduce the quantity below 1, show the message: "At least 1 quantity is required."

4. **Live Quantity Updates**: When the user adjusts the quantity using the buttons, the updated quantity should appear between the "+" and "-" buttons.

5. **Data Persistence**: Use **SharedPreferences** or internal storage to store the updated quantity and product name. The app should display the latest quantity from storage, even after being closed and reopened.

6. **Item Total Calculation**: The item total should reflect the sum of the quantities of both products. Initially, based on the JSON, the total should be ₹280 (1 Cow Milk + 1 A2 Cow Milk). When the user adds or removes quantities, the total should update accordingly. For example, if the user adds 1 more A2 Cow Milk, the total should update to ₹430.

The assignment will be evaluated on the following criteria:

1. **User Interface**: The UI must match the provided screenshot.
2. **Item Total Calculation**: The item total should update correctly when the user changes the quantity of items.
3. **Correct Parsing of JSON Data**: Ensure that product details and quantities are displayed based on the JSON data.
4. **Data Persistence**: The app should correctly save and retrieve data (quantities) even when closed and reopened.

Note: The assignment should be completed and submitted by **Monday EOD**.