

# Project 1

Fundamentals of programming II

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## Introduction and Strategy

## Implementation

### 1. Argument management

The program starts by validating its command-line arguments. The number of expected events must be passed when executing the program. If the input is missing or invalid (not a positive number), the program prints an error message and exits. This ensures proper usage from the user side.

### 2. Generation of events

### 3. Consuming events

## System Tasks

Task 1: Sorting packages

Task 2: Package classification

Task 3: Shopping queue

## Problems and criticism

## Execution output