GamerZone

Users cannot buy unless they register, they will be able to browse the items but they will not be able to access their cart without registering their details, they will be automatically redirected to the registration page if they try to do so

Welcome to the GamerZone! Register your details!

Enter your details

First Name*: 1
Last Name*: 2
Email Address*: 3
City*: 4
Address*:
Country*: Afghanistan
Phone number*: a
PO Box*: bcd
Register

Users cannot input invalid values in the text boxes, for example a user cannot input a number in a name field, cannot have empty fields, cannot input non emails in email field, etc.

```
<label for='FirstName' >First Name*: </label>
<input type='text' name='FirstName' maxlength=50 pattern="[A-Za-z]{1,}" required title="Input a val
<br>
<label for='LastName' >Last Name*: </label>
<input type='text' name='LastName' maxlength=50 pattern="[A-Za-z]{1,}" required title="Input a valu
<br>
<label for='email' >Email Address*:</label>
<input type='email' name='email' maxlength=50 />
 <br>
<label for='city' >City*:</label>
<input type='text' name='city'  maxlength=50 pattern="[A-Za-z]{1,}" required title="Input a value"
 <br>

<label for='address' >Address*:</label>
<input type='text' name='address'  maxlength=50 pattern="{1,}" required title="Input a value" />
<br>
```

Users are allowed to purchase games according to Platforms
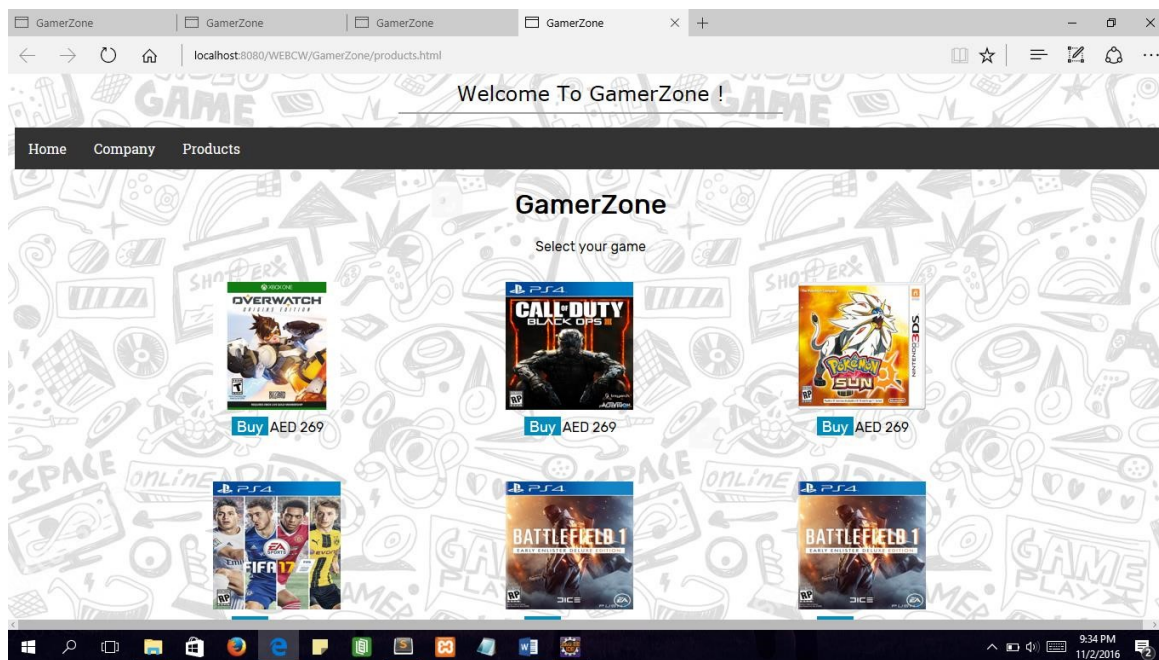
Once selected they can choose the quantity and platform for the specific game. Once chosen they click the "add to cart" button and this proceeds to add the item to the cart
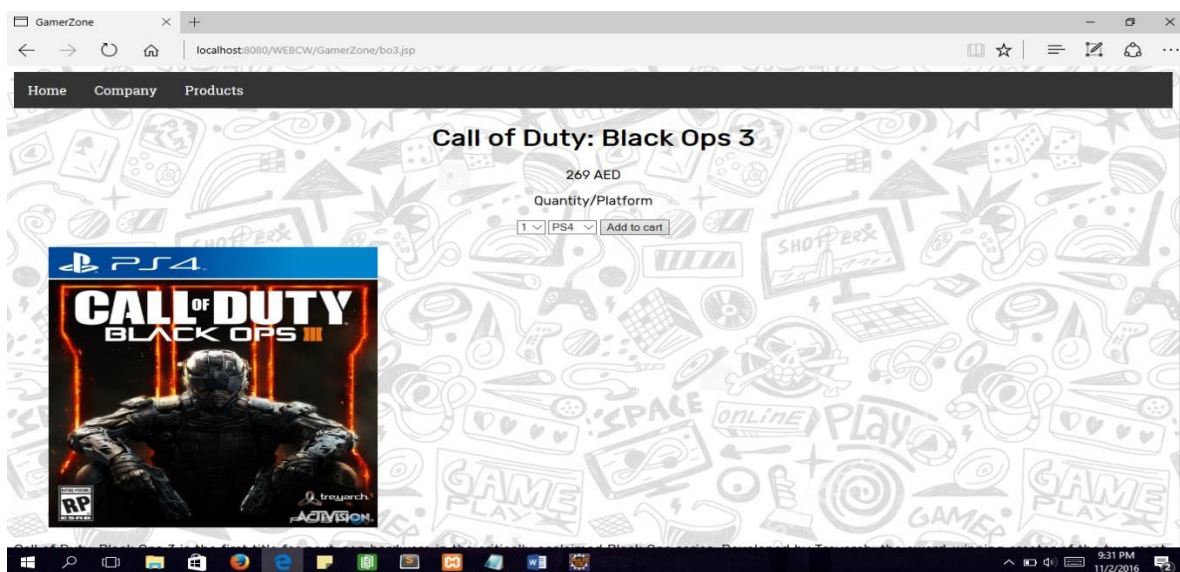
Cart:

The users are then taken to their cart where they can either continue shopping or complete their purchase whereby their details along with the products chosen are saved to a text file.

The shop more button returns you to the products page, finish shopping button will direct you to the confirmation page, the clear cart button removes all the items currently in the cart, and the remove button removes the item in the same row from the cart
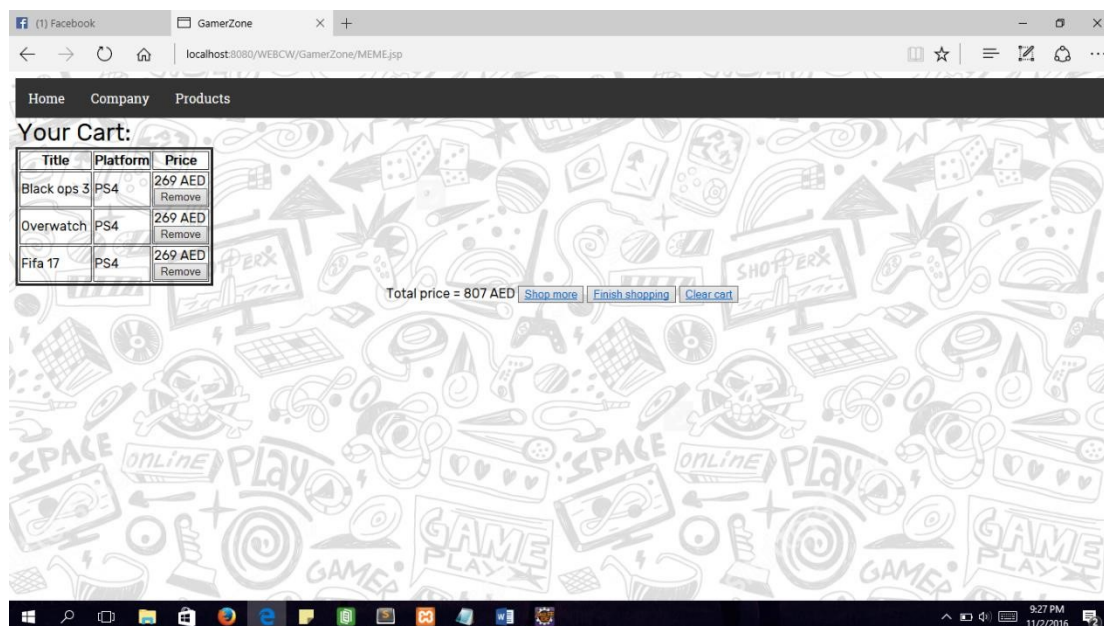
```
<%if (session.getAttribute("firstname")==null || session.getAttribute("lastname")==null || session.getAttribute("email")==nul
{response.sendRedirect("index.jsp");}
else
{
User a = (User) session.getAttribute("customer");
Product b = (Product) session.getAttribute("product");
if (request.getParameter("buy")!=null){
String d = (String) request.getParameter("Platform");
b.setPlatform(d);
int c =  Integer.parseInt(request.getParameter("Quantity"));
while (c>0){
a.cart.AddToCart(b);
c--;}}
else if (request.getParameter("clear")!=null){
a.cart.Clear();
}
else{
    String[] now = {"1", "2", "3", "4", "5", "6", "7", "8"};

    int count = 0;
    while(count!=7){
    if (request.getParameter(now[count])==null){count++;}
    else break;
    }
    for (Product i : a.cart){
    if (i.getScode()==(now[count])){a.cart.RemoveFromCart(i); break;}
    }

}
```

Above is the code for the cart adding, removing and clearing

Your details have been saved

First Name:hamza
Last Name:kaced
Email:thedudesrock@hotmail.com
Adress:ads
City:asda
Country:AE
Phone number:0505357725
PO Box:1234
Product (s):
Black ops 3
Total price:269AED

```
 1
 2 First Name:hamza
 3 Last Name:kaced
 4 Email:thedudesrock@hotmail.com
 5 Adress:asda
 6 City:ads
 7 Country:AE
 8 Phone number:0505357725
 9 PO Box:1234
10 Product(s):
11 Black ops 3
12 Total price:269 AED
13
```

Job distribution:

Bilal – HTML and CSS. JSP for form data and saving to a text file.

Hamza – JSP required for adding to cart and removing from cart, designing the java classes and implementing them to work with the website.

One of the strengths of our system is that it does not allow users to access a cart and buy without registering, one of our weaknesses is that our cart does not put similar items in the same row of the cart, so the list could get really long. If given more time we could have implemented that system and increased the readability of the cart. Also one of our strong elements is that our system resembles a real world transaction, we made 4 classes, Users, product, cart, and address. A user has his own cart which he stores his products in, which he can remove and add

from whenever he wishes, which resemble me going to a shop, getting a cart, inserting the items I need and removing the items I don't want anymore, and when I'm done, I proceed to checkout and receive a bill listing the products I purchased and the total price. Also one of our weaknesses, is that after a user that's not registered tries to buy a product, it does not add the product automatically after he registers, he has to go back to the page and add the item. We could have fixed it by making a list of the games, and checking if the serial code matches and the quantity and automatically add to cart after the register is done.

Webpage starts localhost:8080/lelllllll/GameCorner/home.jsp

We tested the system using webpages and seeing where they redirect and the errors the produce if an action is done.

We decided to use bright colors because we felt it suited the gaming theme.