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Module 8 - Introduction to Software Development

**Final Project User’s Manual**

I have created a GUI program that lets the user customize their car with the following options:

1. Custom Wheels
2. Custom Seats
3. Aero Options
4. Paint Options
5. Brake Color Options

The five wheel options are chrome, bronze, carbon fiber, and matte white.

You can choose between regular or racing seats.

You can choose to install a spoiler or a wing on your car.

There are seven paint options you can choose from.

There are five paint options for your brake calipers.

The user begins customization by selecting one of the check boxes in each of the category columns. The user could select more than one item from a category, but this is not usually the case. As the user makes selections, the subtotal, taxes, and total of all of their selections will be displayed at the bottom. These will continue to be updated as they select or unselect items.

The user will then click the “Checkout” button whenever they are satisfied with their purchase selections. This will bring up a new window that displays all of the items they selected, the subtotal, tax, and total.

This program would integrate with a purchase application to complete the transaction.