03.09 Assignment Instructions

Instructions: Write a program to simulate an online purchase by asking the user for input and displaying a receipt.

- 1. Create a new project called 03.09 Online Purchase in the Mod03 Assignments folder.
- 2. Create a new class in the newly-created project folder. The class name should reflect its purpose. For instance, if your program will be for purchasing movie tickets, the class name might be BuyMovieTickets.
- 3. In the program heading, include your full name, the date, and a brief description of the program.
- 4. Use clear, polite instructions to prompt the use for the following:
 - shopper's first and last name
 - today's date using mm/dd/yyyy format
 - name of item
 - quantity and price of item
 - debit card account number and PIN
 - additional information, such as color or size, as needed.
- 5. All input needs to be read in as a String and parsed to a numeric value as needed.
- 6. Calculate the total cost of the purchase. Remember that you can't do math with Strings. The output for this program should resemble the format of a receipt. Use the example shown in the Expected Output as a model, but modify it to suit your own style. Elements required in the output:
 - Show only the first initial of the first name
 - An order number composed of characters from provided input, such as the last name and card number
 - The date in mm-dd-yyyy format
 - · Conceal the majority of the debit card number
- 7. When testing your program, please do not use any real account number or PIN information.
- 8. Follow the Java style conventions regarding indentation and the use of white space.
- 9. Document variables and sections of the program with in-line comments.
- 10. Write a thoughtful Post Mortem Review (PMR).

Expected Output: Your program's output should resemble the following screen shot. Your specific results will vary depending on the choices you made and the input provided.



