Grocery Store Program Documentation

Date: 10/19/2023

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Introduction

The grocery store application is a console program that’s goal is to emulate a grocery store inventory and cart.

System Overview

One of the main goals for this project was to learn how to connect an application to a database, as well as creating a table, adding and subtracting information, and deleting a table via the application.

The console UI provides the “customer” basic options of adding fruits and vegetables to the cart. Editing the cart, checking out and exiting the program. The checkout functionality is still a work in progress.

Another goal for this project was to implement multithreading. The client side runs simultaneously with the server side of the application. The server side handles operations such as updating and querying the database. The client side handles input from the “customer”.

Future goals for this project include adding a graphical UI to make it more pleasing for the user.

Overall, this project should show my ability to use object oriented programming, multithreading, database connectivity, and unit testing for my program.