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## Final Project Write-Up

### Online Store

- My project is a simple online store. It has mainly Shoppers and Managers. After logging in Managers can add and remove items from and to the inventory, while shopper can add items from the inventory to their shopping list.

#### **To Use the Program:**

1. Create a new manager account.
  2. Log in to your account.
  3. Add as many items as you like to the inventory.
  4. Log out
  5. Create a new shopper account, then log in.
  6. Add item to your shopping cart.
  7. Log out.
- My project has 6 classes:

1. Product: this class object are the item managers and shopper will add and remove. The << was overloaded.

2. User: Base class to Manager and Shopper. Creates all the users and contains the log in function.

3. Manager: has the function for adding items to the inventory, to create a manager a User is created then data type is converted from User to Manager.

4. Shopper: has a ShoppingCart. Shopper is also Created through User then converted to Shopper.

5. ShoppingList: has a vector of Product.

6. OnlineStore: it has vectors of Manager, Shopper, and Product

- I did not make the Products loads from a file. It was more convenient to have the manager entering all the product to the inventory.
- My project uses the concepts of: composition, inheritance, operator overload, data conversion, and vectors.