



# Shopping Cart Project

Object Oriented Programming

# NBA Store

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W bardzo okrojonej wersji

SHOP THE JERSEYS OF  
**THE 2022-2023 SEASON**

SHOP NOW →



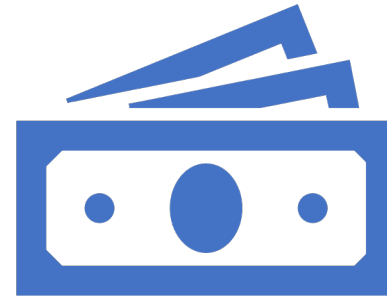
```
Clothes tshirt1("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 1, 100, 'S', "Women");
Clothes tshirt2("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 2, 100, 'M', "Women");
Clothes tshirt3("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 3, 100, 'L', "Women");
Clothes tshirt4("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 4, 100, 'S', "Men");
Clothes tshirt5("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 5, 100, 'M', "Men");
Clothes tshirt6("Golden State Warriors", "T-Shirt - Blue - Stephen Curry", 31, 6, 100, 'L', "Men");
Clothes tshirt7("Golden State Warriors", "T-Shirt - Blue - Stephen Curry - Unisex", 20, 7, 100, 'U', "Kids");

Accessories basketball1("Golden State Warriors", "Wilson NBA Team Composite Basketball - Size 7", 48,
28, 50);
Accessories basketball2("NBA", "NBA Wilson Authentic Official Game Ball - Size 7", 279, 29, 20);
```

# Problemy:



konstruktory i destruktory klas  
pochodnych



total\_price

# Czego się nauczyłam?

Ogólnie C++

Wewnętrzne menu

Pętla for each

Używanie plików źródłowych i nagłówkowych



- Usuwanie zamówionych już produktów z koszyka
- Graficzna reprezentacja
- Zamówienia

