



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

FACULTY OF COMPUTING

SEMESTER 2 2024/2025

SECJ2154 OBJECT ORIENTED PROGRAMMING

SECTION 03

MINI PROJECT

ONLINE SHOPPING CART

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Video Presentation Link:

https://drive.google.com/file/d/17-Dbb2TPiXqPb0uQNWTDTSZNkf_Hsoqc/view?usp=sharing

GitHub Repository Link:

<https://github.com/jygoe/The-GHL-Shooopppping-Gliccchedd-Carrt>

1.0 Project Description

This project is a console-based online shopping cart system built in Java. It supports:

- Customers browse and add items to the shopping cart
- Administrators manage items and view/update customer orders (shopping cart)

The system uses object-oriented design principles to simulate real e-commerce scenarios, and applies Java's collection framework and exception handling to enhance functionality and stability.

2.0 Functional Requirement

The Online Shopping Cart System provides role-based functionality for both administrators and customers.

2.1 Admin Functionalities

1. View All Carts

- Admins can view all shopping carts created by customers.
- Each cart displays customer ID, item IDs, names, variant details, prices, and status.

2. Update Cart Status

- Admins can select a cart by its ID and update its status.
- Each cart's status can be changed to either Processing, Shipped, or Completed.

3. View Items

- Admins can view the item catalog in a table.
- Each item shows its ID, name, description, variants, price, and quantity.

4. Update Items

- Admins can select an item by ID and:
 - Change the item's name, OR
 - Change the item's description, OR
 - Update a specific variant (name, price, quantity), OR
 - Add new variants to the item

5. Add New Item

- Admins can add new items to the catalog by entering:
 - Item name and description
 - One or more variants (name, price, quantity)

2.2 Customer Functionalities

1. Add Cart (Place Order)

- Customers can view available items and their variants.
- Customers select items by their item ID and choose a variant.
- The system checks if the selected variant is in stock.
- Once confirmed, the item is added to the customer's cart.
- Multiple items can be added before confirming the cart.

3.0 Topic Implemented

3.1 Chapter 5 Vectors & Collections

The `ArrayList` class is used to manage dynamic collections of objects. It stores different objects, such as users, items, and cart records without predefining the number of entries. The use of `ArrayList` allows the system to easily add, remove, and loop through elements.

Examples:

- `ArrayList<User> users`: stores both Customer and Admin accounts
- `ArrayList<Item> items`: stores the list of items
- `ArrayList<Integer> variantIndex`: stores different variant of a product

3.2 Chapter 6 Class Relationships

3.2.1 Association

The **Cart** class has an association with the **Customer** class with each cart belonging to a specific customer and customer is stored as a reference within the **Cart** object.

Example:

In **Cart** class, "`private Customer customer;`" exists.

3.2.2 Aggregation

The **CartHistory** class stores all **Cart** objects in an **ArrayList**. These carts can exist independently from the history, which shows a "has-a" but not "owns" relationship.

Example:

In **CartHistory** class, "`private ArrayList<Cart> carts`" exists.

3.2.3 Composition

The **Cart** class holds selected items and variant indices. When a **Cart** is destroyed, its combination of items and selections no longer holds meaning.

Example:

```
In Cart class, "private ArrayList<Item> items; private
ArrayList<Integer> variantIndex;"
```

3.3 Chapter 7 Inheritance

Inheritance is used in this system to promote code reuse and reduce redundancy. A base class **User** is defined with shared attributes and methods such as **userId**, **password**, and **role**. The **Customer** and **Admin** classes extend the User class to inherit these common features.

Example:

```
class User {
    protected String userId;
    protected String password;
    protected int role;
    ...
}
class Customer extends User { ... }
class Admin extends User { ... }
```

3.4 Chapter 8 Polymorphism

Polymorphism allows a single variable of a superclass type to refer to objects of different subclasses. In this system, both **Customer** and **Admin** objects are stored in an **ArrayList<User>**.

Example:

```
ArrayList<User> users = new ArrayList<>();
users.add(new Customer("C1", "123"));
users.add(new Admin("A1", "123"));
```

3.5 Chapter 9 Exception Handling

Exception handling is used in the program to manage errors that occur during user input. This prevents the program from crashing and improves user experience. try-catch blocks are used to catch exceptions such as **InputMismatchException** and **NumberFormatException**.

Example:

```
try {
    choice = scanner.nextInt();
```

```

        scanner.nextLine();
    } catch (InputMismatchException e) {
        System.out.println("Invalid input. Please enter a number.");
        scanner.nextLine(); }

```

4.0 Sample Output

4.1 Admin View

4.1.1 Admin Login

```

The GHL Shooopppping Gliccchedd Carrrt
<<<<< Login >>>>>
UserID: A1
Password: 123
Sucessfully logged in.

```

4.1.2 Admin Main Menu

```

<<<<< Menu >>>>>
1. View Carts
2. Update Cart Status
3. View Items
4. Update Item
5. Add Item
6. Logout
7. Quit

```

4.1.3 Admin View Carts (Choice 1)

Enter choice: 1

CartId	CustomerId	ItemId	Items	Variants	Price	Status
CART0	C1	I0	Notebook	Blue Cover	2.49	Pending
		I1	Backpack	Gray	34.99	
CART1	C2	I2	Water Bottle	Blue	10.49	Completed
CART2	C3	I1	Backpack	Black	29.99	Shipped
		I2	Water Bottle	Clear	8.99	

4.1.4 Admin Update Cart Status (Choice 2)

Enter choice: 2

<<<< Update Cart Status >>>>

CartId: CART0

CartId: CART0

CustomerId: C1

1. I0 Notebook Variant: Blue Cover

2. I1 Backpack Variant: Gray

Statuses

1. Processing

2. Shipped

3. Completed

New Status: 1

4.1.5 Admin View Items (Choice 3)

Enter choice: 3

ItemId	Items	Description	Variants	Price	Quantity
I0	Notebook	100 pages	Blue Cover	2.49	50
			Red Cover	2.49	75
I1	Backpack	Water-resistant	Black	29.99	20
			Gray	34.99	15
			Navy Blue	32.5	10
I2	Water Bottle	1-liter	Green	9.99	100
			Clear	8.99	80
			Blue	10.49	90

4.1.6 Admin Update Items (Choice 4)

Enter choice: 4

<<<<< Update Item >>>>>

ItemID: I2

I2 Water Bottle

Description: 1-liter

Variants

1. Green Price: RM 9.99 Quantity: 100

2. Clear Price: RM 8.99 Quantity: 80

3. Blue Price: RM 10.49 Quantity: 90

Update I2

1. Update Name

2. Update Description

3. Update Variant

4. Add Variant

5. Quit Updating

Choice: 2

New Description: 2-liter

4.1.7 Admin Add Item (Choice 5)

Enter choice: 5

<<<<< New Item >>>>>

Name: Pencil

Description: 2B

Number of variants: 1

Variant 1

Variant Name: Black

Variant Price: RM 0.50

Variant Quantity: 16

4.2 Customer View

4.2.1 Customer Login

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<<<<< Login >>>>>

UserID: C1

Password: 123

Sucessfully logged in.

4.2.2 Customer Main Menu

<<<<< Menu >>>>>

1. Add Cart

2. Logout

4.2.3 Customer Add Cart (Choice 1)

Enter choice: 1

<<<<< Items Available >>>>>

ItemId	Items	Description	Variants	Price	Quantity
I0	Notebook	100 pages	Blue Cover	2.49	50
			Red Cover	2.49	75
I1	Backpack	Water-resistant	Black	29.99	20
			Gray	34.99	15
			Navy Blue	32.5	10
I2	Water Bottle	2-liter	Green	9.99	100
			Clear	8.99	80
			Blue	10.49	90
I3	Pencil	2B	Black	0.5	16

<<<<< New Cart >>>>>

ItemId: I2

I2 Water Bottle

Description: 2-liter

Variants

1. Green Price: RM 9.99 Quantity: 100

2. Clear Price: RM 8.99 Quantity: 80

3. Blue Price: RM 10.49 Quantity: 90

Variant Number: 3

Do you want to add another item? (0-No | 1-Yes): 1

ItemId: I3

I3 Pencil

Description: 2B

Variants

1. Black Price: RM 0.5 Quantity: 16

Do you want to add another item? (0-No | 1-Yes): 0

CartId: CART3

CustomerId: C1

1. I2 Water Bottle Variant: Blue

2. I3 Pencil Variant: Black

Cart Added with ID: CART3

5.0 Class Diagram

