**Transaction Implementation Process:**Once everything is in the shopping cart, a new instance is created in the transaction table. Then, all of the delivery and payment information are taken and used to create new instances in their respective tables, deliveryinfo and payment.

For each row in the shopping cart for a specific customer, I then add that item to the transactionitem table and delete that row off of shopping cart.Each instance placed in deliveryinfo, payment, and transactionitem corresponds to the current transaction id that was auto-generated from the creation of an instance in the transaction table.

**List of transactions that the system supports:**  
There is an account creation interface for users to save their transaction information (shopping cart).

In tandem with this interface is the login interface for the user to reference their account, allowing for ease of access and handling transactions for specific customer IDs.

There will be an interface that shows the inventory of the shop, detailing the following:  
**Item ID**, **Item Name**, **Price**, **Type**, **Quantity**

An interface for the shopping cart (referenced by the account/customer ID) will be shown, having:  
**Item ID**, **Item Name**, **Price**, **Quantity**

An important interface called *Transaction* will be given in the functionality of the program which shows all of the transactions made in this e-commerce. This is important because it lists:  
**Transaction ID**, **Item Name** (each item will correspond to its respective transaction ID, so if there are multiple items that align with the same ID, it means it was purchased by the same customer in a single transaction), **Delivery Service**, **Payment Type**,and **Quantity.**