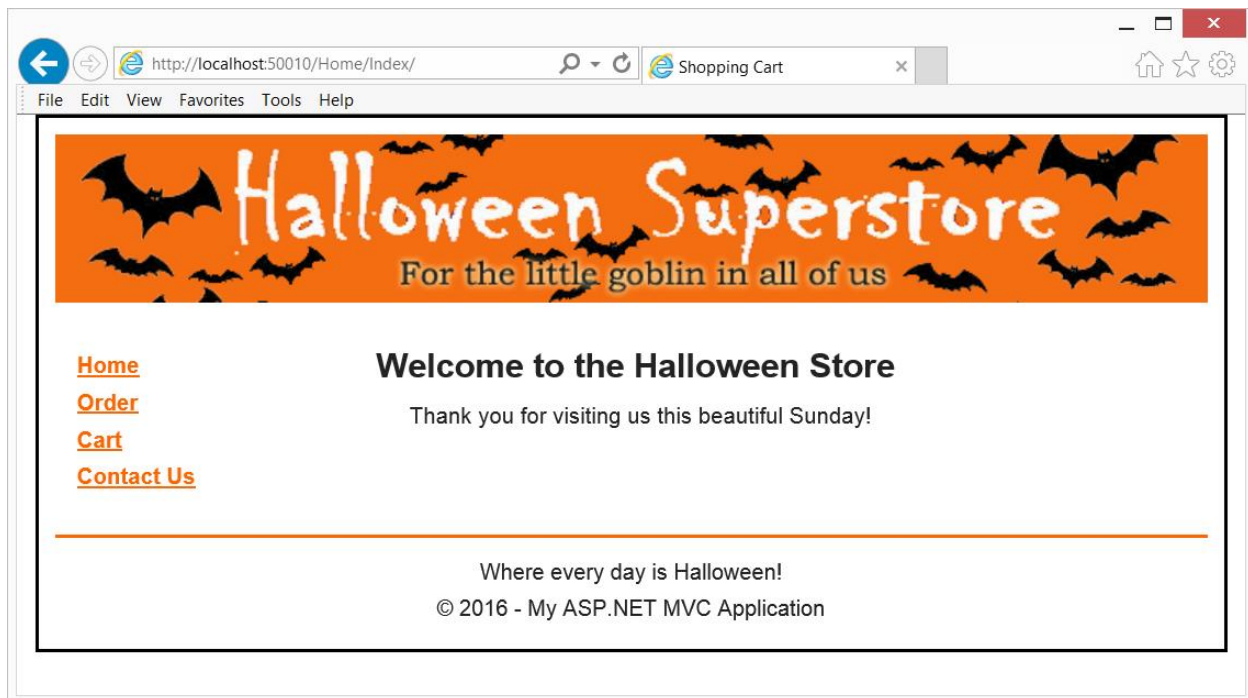


# ADVANCED PROGRAMMING WITH .NET

## LAB ASSESSMENT

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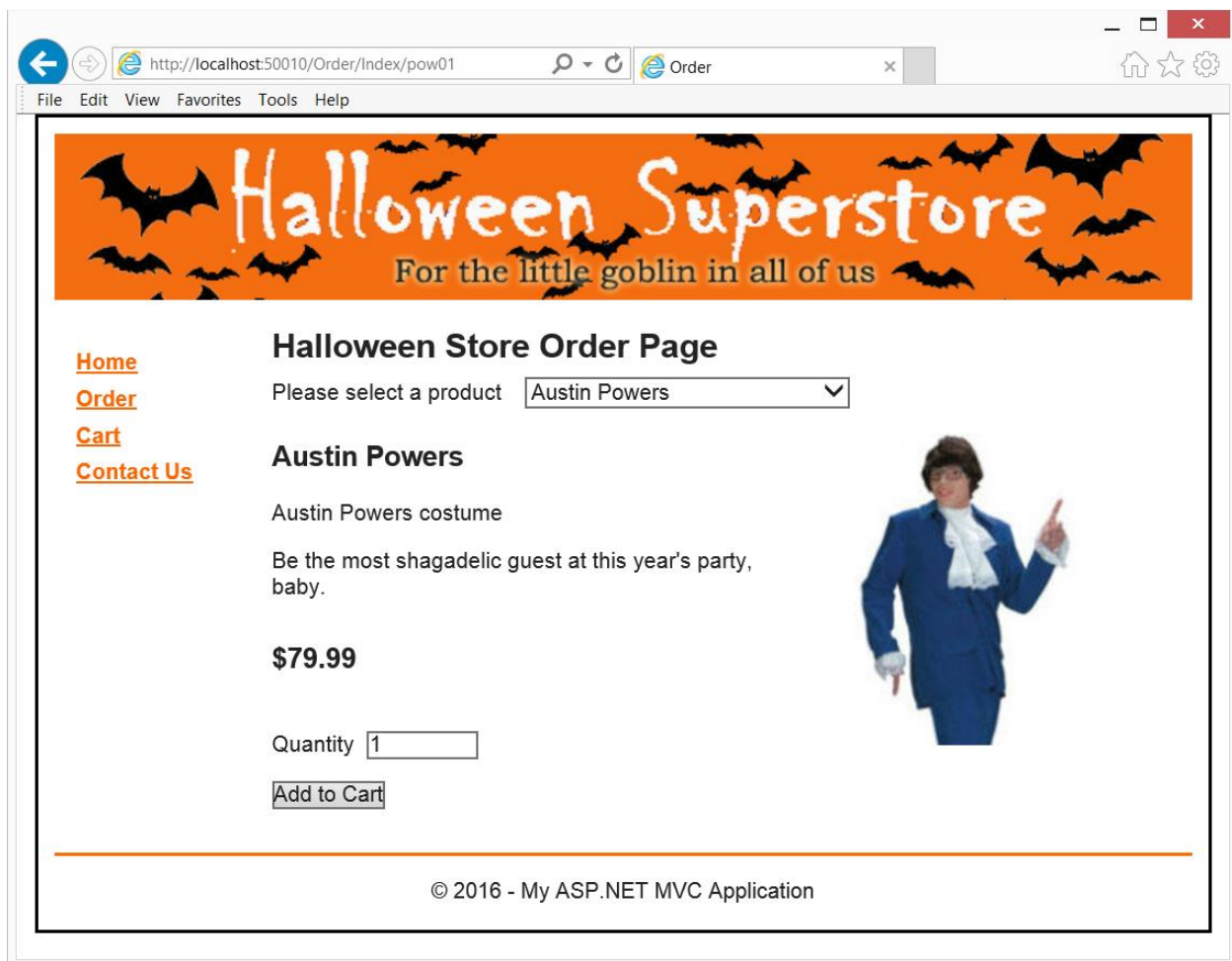
In this lab assignment you will implement a shopping cart for a Halloween Superstore and **improve** the system. Download the zip file of the partial shopping card code. You will find all the resources inside the project. Follow the directions below to complete the code for the shopping cart program. Data validation is mandatory.



### Create the home page

1. Create the links Home, Order, Cart and Contact Us.
2. Implement the index page of home controller
3. Implement the contact view page of the home controller

## Create the Order page



## Implement the following methods in the OrderModel.cs

1. GetAllProductsFromDataStore()
2. ConvertToViewModel
3. GetProductsList
4. GetAllProducts
5. GetProductByIdFromDataStore
6. GetOrderInfo
7. GetSelectedProduct

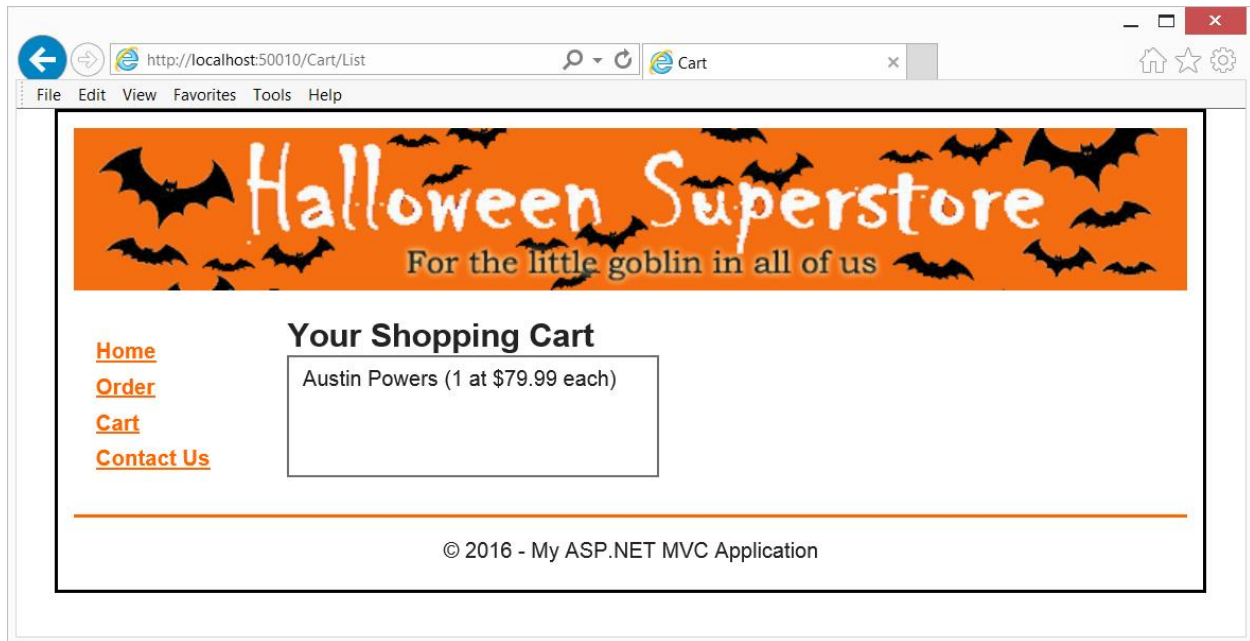
## Implement the following methods in the Order controller:

1. The index method - [HttpGet]
2. The index method - [HttpPost]

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Implement the index page of the Order controller by filling in blanks.

Create the Cart page



Implement the following methods in the CartModel.cs

1. GetCartFromDataStore
2. GetSelectedProduct
3. GetCart
4. AddItemToDataStore
5. AddToCart

Implement the following methods in the Cart controller:

1. The List method - [HttpGet]
2. The List method - [HttpPost]

Implement the List page of the Cart controller by filling in blanks.

Create the checkout page

- Add a link called **Checkout** below the link Cart on the home page.
- The link Checkout page will list all the ordered items including quantity, price per items, total ordered price of each item, total cost of all ordered items before

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tax and after tax. The page also provides options for payments (Visa, MasterCard, and PayPal) and shipping address.

## **Grading**

- This is an individual assignment.
- Academic honesty must be maintained.
- The assignment will contain 25 marks.

## **Deadline**

- 03-March-2021

## **WHAT & HOW TO SUBMIT**

You need to demonstrate your work by sharing the screen in the Microsoft TEAMS. You should use version controlling tool (Git/GitHub) for managing your project. You need to show your version controlling logs during the demonstration of the assignment.