

Project Proposal

Programming Fundamentals

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E-COMMERCE APPLICATION.

➤ Modules:

- i. **Users**, either as Sellers or not-Sellers.
- ii. **Cart**, to add items to it.
- iii. **Products**, belonging to sellers
- iv. **Search**, to search product or user.
- v. **Help**

➤ Detail module:

These modules can further be broken down into following during implementation:

Storage, Data/Serializer, User,
Product, Cart, Search, Buy/Sell,
Invoice, Help, Main.

➤ Project description:

1. People will **create accounts** and may set themselves as a seller.
2. If they are seller, they can have **n-number of products** associated with them.
3. Another user can **"add-to-cart"** any of the products of a particular user
(not users).
4. At the end of adding-to-cart, they will proceed to **"buy"**.
5. The **resulting invoice** will be generated, and will be shown to buyer.

Note:

- The software will be command-line interfaced.
- It will store everything in files for saving.