* + 1. Explain how your code meets clean code practices

A: My code meets clean code practices by being very well organized and easy to read.

* + 1. Explain your project. What it does, how it works. Explain the test cases you used

A: My project is a Game Store System that has the ability to browse games, add and remove games to a cart, apply coupons to the checkout and to purchase games from the game store. My project works by adding new items, creating a new inventory to save the items into, also creating a new game store cart, adding items to cart by specificfiying what number item it is and specifying how many of that item, deleting a item from the cart by specifying the item number and the amount of quantity of that item you want to remove from the cart, calculating the total amount before tax of all the items in the cart that you created, then we calculate the payable amount which is the total amount after tax, we apply and coupon to the entire cart total and finally we print the invoice receipt of the customer.

* + 1. Outline the needed dependencies. Where did you get them from?

A: These are the needed dependencies. I got this from one of my instructor’s public repositories on GitHub.

<dependencies>  
 <dependency>  
 <groupId>org.junit.jupiter</groupId>  
 <artifactId>junit-jupiter-engine</artifactId>  
 <version>5.11.4</version>  
 </dependency>  
</dependencies>

* + 1. If you had any problems the QAP please explain what happened.

A: I didn’t have any problems for the QAP.