Advanced OOP Console-Based C++ Store

Abstract

This project proposes an advanced console-based shopping application, an evolution of a previous version. The new system will incorporate Object-Oriented Programming (OOP) principles, improving code structure, maintainability, and efficiency. The application will simulate a real-world shopping experience with features such as browsing product categories, adding items to the cart, managing customer details, and an enhanced admin interface for managing products.

Introduction

The digital transformation in retail necessitates the development of efficient and user-friendly e-commerce platforms. This project, the Advanced Console-Based C++ Store, leverages OOP principles to create a robust and scalable console application. This system aims to provide an educational tool for understanding fundamental and advanced C++ programming concepts while offering a practical application in the form of a simulated online store.

Objectives

- Develop an advanced console-based shopping application using OOP principles.
- Implement functionalities for product browsing, selection, and cart management.
- Enhance admin capabilities for product management and customer information viewing.
- Integrate a product search feature for improved user experience.

Inclusion

- Use of classes for **Product**, **Category**, **User**, and **Store** to encapsulate related data and functionalities.
- Admin functionalities for adding, editing, and deleting products.
- Customer functionalities for browsing categories, selecting products, and managing cart.
- Search functionality for finding products by name.
- Exception handling for robust error management.

Exclusion

- Graphical user interface (GUI) elements; the project remains console-based.
- Advanced payment processing systems.
- Real-time inventory management with concurrent users.

Methodology

Design

The design phase involves conceptualizing the application structure using OOP principles. Key classes include:

- **Product**: Represents individual products with attributes like name and price.
- **Category**: Represents product categories containing multiple products.
- **User**: Manages customer details.
- **Store**: Central class managing categories, products, and overall operations.

Development

The development phase involves coding the designed structure using C++. Key functionalities include:

- **Product Management**: Adding, editing, and deleting products within categories.
- **Customer Operations**: Browsing categories, selecting products, and managing the cart.
- **Search Functionality**: Searching products by name within categories.
- **Admin Interface**: Secure access for managing store operations and viewing customer information.

Testing

The application will undergo rigorous testing to ensure all functionalities work as intended. This includes:

- Unit testing for individual class methods.
- Integration testing for ensuring seamless interaction between classes.
- User acceptance testing to validate the user interface and experience.

Documentation

Comprehensive documentation will be provided, covering:

- Code documentation with comments explaining key functionalities.
- User guide detailing how to use the application.
- Admin guide explaining how to manage products and view customer information.

Workflow

1. **Initialization**: The store initializes categories and products, displaying a loading screen to the user.
2. **User Access Selection**: Users choose between customer and admin access. Admins authenticate to access the admin menu.

3. **Product Browsing and Selection**: Customers browse categories, select products, and add them to their cart. They can also search for products by name.
4. **Checkout**: Customers enter their details and confirm their purchase.
5. **Admin Operations**: Admins manage products and view customer information through a secure admin interface.

Implementation Details

The implementation leverages C++ standard libraries for input/output operations, file handling, and exception management. The key classes and their interactions are structured to ensure modularity and reusability of code.

Key Classes and Methods

- **Product Class**: Attributes include **name** and **price**. Methods include constructors and accessor functions.
- **Category Class**: Attributes include **name** and a vector of **Product** objects. Methods include adding, editing, deleting, and displaying products.
- **User Class**: Attributes include **name**, **address**, and **phone**. Methods include getting user details and saving them to a file.
- **Store Class**: Manages all categories and overall operations. Methods include adding categories, displaying categories, selecting products, searching products, and handling admin operations.

Future Work

- **Graphical User Interface (GUI)**: Transition from a console-based to a GUI-based application for a more user-friendly experience.
- **Real-time Inventory Management**: Implementing real-time inventory tracking and management.
- **Payment Integration**: Adding secure payment processing functionalities.
- **Multi-user Support**: Extending the application to support concurrent users with real-time updates.

Conclusion

The Advanced Console-Based C++ Store project aims to enhance the previous version by adopting OOP principles and adding new functionalities. This project serves as both an educational tool and a practical application, demonstrating the effective use of C++ for developing robust software systems. Through structured design, implementation, and testing, the project aims to deliver a high-quality console-based shopping experience.