COMP905 – Project 1 – Week 7

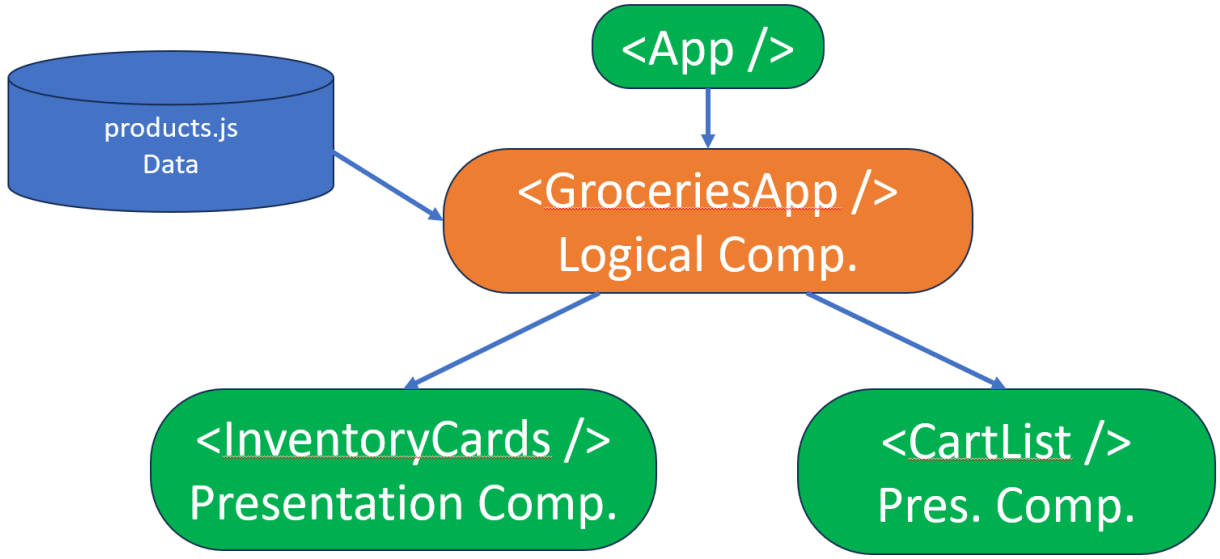
Due date: Sunday, Nov. 5th @11:59 pm

Grade: 15%

Project Description:

Welcome to Project 1 for COMP2004. This project covers most of the materials we covered over the last 7 weeks. The project is a simple grocery app that allows you to pick items from an inventory and add them to a cart. To learn more about the project, watch the video attached on Blackboard.

A summary of how this game works is as follows:



The app consists of three main components.

1. GroceriesApp is the primary logical component. This component will handle all the states and functions needed to get this app working. This component will import the data from products.js and pass it to the inventory component.
2. InventoryCards is a presentation component. This component will render all the inventory cards from the data passed from the groceries app.
3. CartList is a presentation component. This component will render out the list of items chosen by the user. If the cart is empty, the component will show "Your Cart is Empty!". Else, it will show the number of items in the cart, and each item in a cart item card that shows the product name and price only. Also, it has its remove button. When clicked, it removes the item from the cart. There are also 2 buttons at the end of the list:
    a. Empty the cart button. When clicked, the cart empties.
    b. Buy button that shows the total price.

Please create a new vite project, then substitute App.css, index.css, and app.css files with the ones attached to the project on Blackboard.

Submission:

Each student should submit a GitHub link to the project on the submission page on Blackboard.

Grading rubric:

Key Concept	**Extensive Evidence**	**Convincing Evidence**	**Limited Evidence**	**No Evidence**
Functioning Code	The code functions with no errors and passes all test cases. (5%)	The code functions without errors, but not all test cases pass. (3-4%)	The code functions with errors, and some of the tests pass (1 - 2%)	The code is not functional. (0%)
Program Logic and Correctness	The program's output is as expected. (5%)	The program's output produces minor differences than expected. (3-4%)	The program's output produces significant differences than expected. (1 - 2%)	The program does not output. (0%)
Commenting and annotations	The code contains extensive comments and annotations describing the code functions. (3%)	The code contains comments and annotations describing the code functions. (2%)	The code contains some comments and annotations describing the code functions. (1%)	The code is without comments or annotations (0%)
Variable and function naming	The variables and functions' naming are descriptive. (2%)	The variables and functions' naming are somehow descriptive. (1%)		The variables and functions' naming are not descriptive (0%)