

Shopping Cart

Create an application to demonstrate the use of Collections in real world application.

Project Structure

1. Create a new Java Project with your ShoppingCart.
2. Create the following package under your src folder,
com.collection.shoppingcart

Classes Used For Shopping Cart:

- Product.java
- Products.java
- Cart.java
- UI.java
- Main.java

For this project, create all of the above given classes under the given package name.

Product.java

This is a concrete class which contains Product properties and provides setters and getters for it. I have also override the Hash and Equals method in this class which you will realize later as we move forward.

Products.java

Product class in the shopping cart application is the item stores in products.

The **initStoreItems()** methods is used to add the products into a new (any **ArrayList** or **Vector** can be used) item is the type Product.

Cart.java

Cart class which act as a cart to store the items (product) temporarily into the cart. It provides the user with all the required operations that a cart should have such as **addToCart()**, **removeFromCart()** etc.

UI.java

UI class is the main interaction between the user and application takes place. It shows all options that user can select and work on it.

Main.java

This is simply the starting point for the application. It calls the constructor of **UI()** from the main method.