**PROGRAMMING FUNDAMENTAL PROJECT**

**PROJECT NAME: MOBILE MANIA**



**Group members:**

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**INTRODUCTION:**

**AIM/MOTIVATION:**

Our aim is to provide costumer friendly mobile store where customer can find variety of cellphones. This platform also provides mobile repairing and sellingoption to the customer.

**BACKGROUND:**

This Program is chosen because of growing use of mobile it can help save much time as well as saves customers from fraudulent shopkeepers.

We wanted to provide customers relaxation on buying, selling and repairing of mobile phones. This user-friendly program is solution to all above mentioned problems.

**PROJECT SPECIFICATIONS:**

1. Diversity of cellphones for buyers.
2. Seller can sell without giving any commission.
3. Mobile Repairing.

**PROBLEM ANALYSIS:**

Difficulty in storing large set of data; difference b/w customer added information and stored detail of mobile.Retrieving data from files. Arranging and assembling of functions in such a way to alter program code if required.

**Solution Design:**

Features:

* Pointers
* If/else
* Filing
* Loop
* Function
* Case break

Libraries:

* stdio.h
* stdlib.h
* conio.h

**IMPLEMENTATION:**

We implemented our work on the basis of functions. Like for each company and for each model we made a function whose task is to take instructions in its own function and complete it task within its function definition.

Main functions are;

1. Void Buyer()
2. Void Seller()
3. Void Repair()

These main functions call several sub functions and perform its given task.

**TESTING:**

We tested our code for all possible errors, removed all the errors, checked the functionality of all features mentioned and thoroughly read our code block and run numerous time to ensure correctness.

**PROJECT BREAKDOWN:**

**Mobeen ~** Mobile Functions and Buyer Function.

**Saad ~** Data and filings.

**Faizan ~** Selling and Repairing Function.

**RESULTS:**

Any costumer can easily access our digital mobile store to buy, sell and repair their cell phones.

**CONCLUSION:**This program is created for users where they could buy/sell Mobile phones.While making of the project we made our progress by solving a number of problems. Then we encountered those problems ourselves.

Some important things that we learned include how to write an good looking easily readable and understandable as well as time and memory efficient code.This project also provided us with experiences which will help us in the future.