

JAVA PROJECT TITLE

**E-COMMERCE SHOPPING
CART SYSTEM**

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E-Commerce Shopping Cart System – Java OOP Project

Overview

In today's digital world, online shopping has become a necessity. This E-Commerce Shopping Cart System is a Java-based project that mimics a real-life shopping experience. Users can browse products, add them to a cart, remove items, and proceed to checkout using different payment methods. The project is built using Object-Oriented Programming (OOP) principles, ensuring that the code remains structured, reusable, and easy to maintain.

How It Works

- The app has a predefined list of products, each with an id, name, and price.
- Users can view the available products before purchasing.
- Shopping Cart Functionality
- Each user has a Cart object that stores selected products.
- Users can add products to their cart, view the cart's contents, and check the total price.

Order Processing

- When a user places an order, the app transfers products from the cart into an Order object.
- The cart is then cleared, and an order summary with the total price is displayed.
- User Interaction (Menu-Driven Console)
- Users navigate through a menu to view products, add items to the cart, check out, or exit.
- The app handles input validation to ensure a smooth shopping experience.

Key Features

- Object-oriented structure with Product, User, Cart, and Order classes.
- Simple text-based interface for easy interaction.
- Supports basic e-commerce operations (browsing, adding to cart, and checkout).

Future Enhancements

- Database Integration (MySQL) for persistent storage.
- GUI/Web Interface using JavaFX or Spring Boot.
- User Authentication for account management.
- This app provides a foundation for building a full-fledged e-commerce platform with more advanced features!