





[Strictly adhere to the object-oriented programming specifications given in the problem statement. A template project is provided as part of this assessment to illustrate the input-output process. The template project will not compile. You need to fill in the missing code.]

Business Requirement:

☆ Cart System

Your task is to create a basic Cart System where an App system reads from a file of default items and displays those items to the user in order to add them to their cart. A new item can be added at any time to the system (Only at runtime and it does not need to be saved in the file with default items). Items can be removed from the System as well as from the cart.

Work-Flow:

The Cart System starts by asking the user to select whether they would like to:

- 1. Add an item to the System: In this case, the system asks the user to enter the new item's name, a description for the new item, the new item's price and the available quantity of the new item, finally, the new item will be added to the app.
- 2. Add an item to the Cart: In this case, the system displays all of the available items in the app system and asks the user to enter the name of an item to be added to the cart. The item will be added to the cart by searching the name for that item in the collection of items available in the app system. If the item has already been added to the cart, the quantity of that item in the cart is increased by one.
- 3. Display Cart: All the items in the cart are displayed, the system then calculates the sub-total by calculating the total sum of the products of the price and quantity of each item in the cart (Sum (item's price * item's quantity)). The sub-total is displayed along with the tax, which is (sub-total * 0.05), and the total, which is (sub-total + tax) for all items in the cart.
- 4. Display System: The system displays all the items that are available in the app.
- 5. Remove an item from the cart: In this case, the system asks the user for the name of the item to be removed from the cart.
- 6. Remove an item from the system: In this case, the system asks the user for the name of the item to be removed from the app. If an item is removed from the app, but it was already added to the cart. It will also be removed from the cart.
- 7. Quit: This option terminates the program.

Requirement 1:

Model Class:

A class Item should only contain the private instance variables specified in TABLE 1 with associated GETTERS and SETTERS.

The purpose of the item class is to carry data related to an item.

TABLE 1:

Datatype	Name	Description
String	itemName	Name of the item
String	itemDesc	Contains the item's description
Double	itemPrice	Contains a double value which represents the item's price
Integer	quantity	Represents the number of items the user has added to the cart
Integer	availableQuantity	Represents the number of items of a type available in the system

The following constructor must be implemented:

Description	Input Parameters
This constructor initializes quantity to 1	None
Initialises itemName, itemDesc, itemPrice, and availableQuantity to the provided Parameters	itemName, itemDesc, itemPrice, availableQuantity

Requirement 2:

sample.txt and TheSystem:

sample.txt contains data in "double space" separated value format.





- AD- SBA -Cart System

1

Datatype	Name	Description
HashMap <string, item=""></string,>	itemCollection	Provides the list of items in the system or the cart depending on which class initiates it

O 2d 18h

to test end

The following constructor must be implemented:

Description	Input Parameters
This constructor initializes the itemCollection variable with an empty hashmap.	None
It then checks if the AppSystem is invoking the constructor (getClass().getSimpleName().equals("AppSystem")),	
if so, it adds the items from the sample.txt file to the itemCollection.	
Recommended: When reading from the sample.txt file,	
read each line and do the following line: String[] itemInfo = line.split("\s ");	

The following methods must be implemented:

Return Type	Description	Input Parameters
Boolean	checkAvailability() — This method takes Item object as a parameter, then it checks if the item.getQuantity() is greater than or equal than item.getAvailableQuatity(). If it is, display the following message.	Item item
	"System is unable to add [item name] to the card. System only has [item available quantity] [item name]s." and return false. Otherwise, return true.	
Boolean	add() — This method takes Item object as a parameter, checks:	Item item
	1. if item is null, then returns false	
	2. If it is already in the collection and is available.	
	If so, the method increases the quantity by one and returns true.	
	3. If the item is not in the collection, the method adds the item to the collection and also returns true.	
	4. In all other cases, the method returns false.	
ltem	remove() — This method takes String itemName as a parameter, checks if the item is in the collection, if it is, then removes it and returns the Item object being removed. If is not in the collection then returns null.	String itemName

Requirement 3:

AppSystem:

The purpose of the $\mbox{{\bf AppSystem}}$ class is to implement the logic related only to the App system.

The following methods must be implemented:

Return Type	Description	Input Parameters
void	display() – This method takes no parameter and displays every item in the App system.	None
	Your output should be formatted as follows:	
	The header "AppSystem Inventory:" followed by the flowing columns.	
	Name: itemName, displayed as a left-justified string within a 20-character field.	
	 Description: itemDesc, displayed as a left-justified string within a 20-character field. 	
	 Price: itemPrice, displayed as a left-justified floating-point number with two decimal places in a 10-character field. 	
	 Available Quantity: available Quantity, displayed as a decimal number within a 10-character field. 	
	Each column must be properly labeled, please see the example below.	



	2. Il tella directory in the concection, displays a message	
	"[Item_name] is already in the App System" and returns false.	
	3. If the item is not in the collection, the method adds the item to the collection and returns true.	
ltem	reduceAvailableQuantity() — This method takes String itemName as a parameter, checks if the item is in the collection, if it is, then it decreases the available quantity of the item in the system by 1 and returns the Item object. If the item is not in the collection then it returns null.	String item_name

3 2d 18h to test end

• Display System - Initially data

Name	Description	Price	Available Quantity
pîzza	very cheesy	12.30	3
salad	cobb salad	15.50	12
hunger burger	huge patty	9.49	10
fried chicken	so crispy	18.99	5

Requirement 4:

CartSystem:

The purpose of the CartSystem class is to implement the logic related only to the cart.

The following methods must be implemented:

Return Type	Description	Input Parameters
void	display() — This method takas no parameter and displays every item in the Cart system, along with the sub-total, tax, and total:	None
	sub-total = the total sum of the products of the price and quantity of each item in the cart (Sum (item's price * item's quantity)).	
	tax = sub-total * 0.05	
	total = sub-total + tax	
	Your output should be formatted as follows:	
	The header "Cart:" followed by the flowing columns.	
	Name: itemName, displayed as a left-justified string within a 20-character field.	
	 Description: itemDesc, displayed as a left-justified string within a 20-character field. 	
	 Price: itemPrice, displayed as a left-justified floating-point number with two decimal places in a 10-character field. 	
	Quantity: quantity, displayed as a decimal number within a 10-character field.	
	 Sub Total:sub-total, displayed as a left-justified floating-point number with two decimal places in a 10-character field. 	
	Each column must be properly labeled.	
	Finally, you should output the Pre-tax Total, Tax, Total for the following format.	
	 Pre-tax Total: displayed as a left-justified floating-point number with two decimal places in a 20-character field. 	
	 Tax: displayed as a left-justified floating-point number with two decimal places in a 20-character field. 	
	 Total: displayed as a left-justified floating-point number with two decimal places in a 20-character field. 	
		I



AD- SBA - Carl System 2d 18h to test end 1/1 Altempted

▲ Vadym Usatiuk

 \equiv



Sample Output:

• Display Cart

- AD- SBA -Cart System AppSystem Inventory:

Name	Description	Price	Quantity	Sub Total
pizza	very cheesy	12.30	1	12.30
salad	cobb salad	15.50	1	15.50

Pre-tax Total	27.80
Tax	1.39
Total	29.19

MainEntryPoint class

This class provides the complete logic that makes every component work together. Take the time to review the logic provided and make sure you fully understand what is being implemented.

Follow the naming convention provided by this document and do not change the name or return type of any of the methods provided throughout the program. Do not change the name of any of the classes provided throughout this program.