**Shopping Cart** :

Shopping cart project is a digital equivalent of “the cart” for online purchases. In Web programming course you have built cart web application for a store. In the mobile programming course you will have to develop mobile app for same store (with same requirements), using same database from WP (those students who missed WP due to remedial may borrow the database from your team members - with permission from the mentor). All the requirement for the application are same, except the platform you are going to build.

Following step by step guide will help you develop a shopping cart mobile app, teams are free to make assumptions and add features as you please without deviating from central idea (“the cart”).

1. Process the API and get the data of the Products
   1. http://msitmp.herokuapp.com/getproducts/**YOURROLLNUMBER**
   2. Parse the data and store as per your convenience (Collection/ Database/File)
2. Create a Product Class :
   1. Identify all the attributes and methods required for a product
3. Creating the Layout - 1
   1. Display the name of the Application
   2. Display all the Products in the Recyclerview
   3. On clicking an item, a new activity should be opened by displaying the product details
   4. This activity should also contain Quantity and addToCart method.
4. Creating the Layout - 2
   1. Place a button to checkout in the above layout
   2. On clicking checkout, user should move to an activity which consists of all the items he/she have added to the cart
   3. Display all the items in the cart with Recyclerview
   4. Add swipe left or right property to the item , which will delete the item from the cart
   5. Or else you can also place a Delete button, so that user can delete an item from the cart.
   6. Should display the total amount and a button to place the order.
   7. On placing the order give a Toast Message
5. Additional Features
   1. Add SignUP with Google/Facebook and add an activity to display the user details
   2. Implement Filters