Socket Programming

Electronic Grocery Shop

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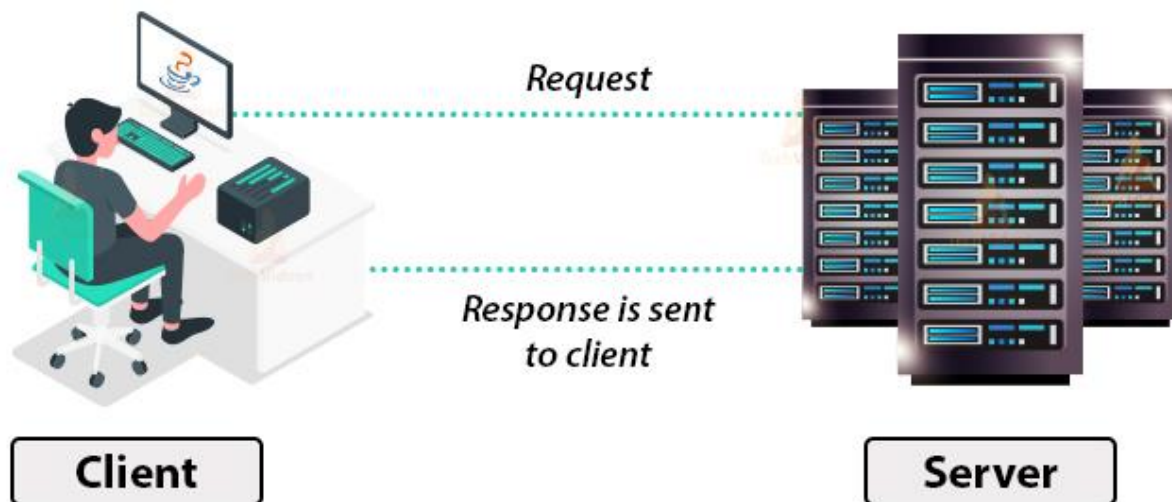
Section : 3

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Project Idea:

The electronic grocery shop project is based on server-client socket programming Using Java API where the client has a graphical user interface GUI with a list of fruits and its price and the user enter quantity of each one then sending these values to the server which calculate the total price and send it back to the user. There's two types of connection:

- Transmission Control Protocol (TCP)

- User Datagram Protocol (UDP)

In our project we will use TCP model

GUI:

Here's the graphical user interface GUI of the client side and running

Electronic Grocery Shop

Apple	Banana	Orange

Price : 30 LE/Kg   Price : 40 LE/Kg   Price : 50 LE/Kg

Quantity   Quantity   Quantity

5   5   5

Checkout   Total Price : 600