Shopping Management System

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In order to practice the CS525 course, Advanced Software Development, we simulate to develop a Shopping Management System. This application is used to manage product information and purchase workflow for the customer. It provides product management, user management functionalities.

In this project, we plan practice at least 14 of design patterns that Singleton, Factory, Abstract Factory, Strategy, Adapter, Command, Template, prototype, façade, proxy, observer and State pattern.

In this Shopping Management System, we provide all the necessary features what a system run well. It consists of Product Management and Purchasing Management and Discount Notification functionalities.

**The functions list and their description are as below:**

View product list

Add/remove product

Update product details

Publish product discount

Calculate product credit

User login/logout

User purchase product

User subscribe product state for wish-list

**Framework ideas:**

Membership

Wish-list

Inventory

Data access

Recommendation