Shopping Management System

Quan Yang, Yu Zhou, Huynh Truong

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 –Quan YANG

Add/remove product –Quan YANG

Update product details –Quan YANG

Customer registration, and login/logout --Huynh Truong

User purchase product --Huynh Truong

**Framework ideas:**

Membership –Huynh Truong

Data access –Yu Zhou

Recommendation –Yu Zhou

Page Navigation –Quan Yang