ITS201: PROGRAMING II

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MERCH PROJECT

Opening application, the user will see a menu option, with 7 options , 1 (view shopping list) , 2 (add item to shopping list) , 3 (remove item from shopping list) , 4 (clear shopping cart), 5 (view shopping cart) e 6 (exit). By selecting option number 1, The user will be show the list of items available. And it should be available on the menu asking to select another task if it presses the selection number 2, the user would choose out of the list and select the number of the item, And automatically the items would be added to the cart. The main Menu will show in loop until exit the program. By the user selecting the number 3 form the main menu, the user will be able to see the shopping cart list, and be able to delete items by selecting the number of the item, but pressing the number 4, automatically will clear the shopping cart but before the code do the task, the user will be ask for the confirmation if the user really wants to clear the cart. Number 5 will see the overall cart, the final and Continuing in the loop of the main menu, the the user presses the number 5, the user will see the overall cart, and will be asked if he wants to complete the shopping. If the user is not ready to complete the task, will have to select cancel and the main menu will show, in sequence the user can select the number 7 to exit. The program. If the user complete the shopping on the number 5 (view shopping cart) after the confirmation, a message will appear "thank you for your order"