

CISW205 Programming in C#

Portfolio Project

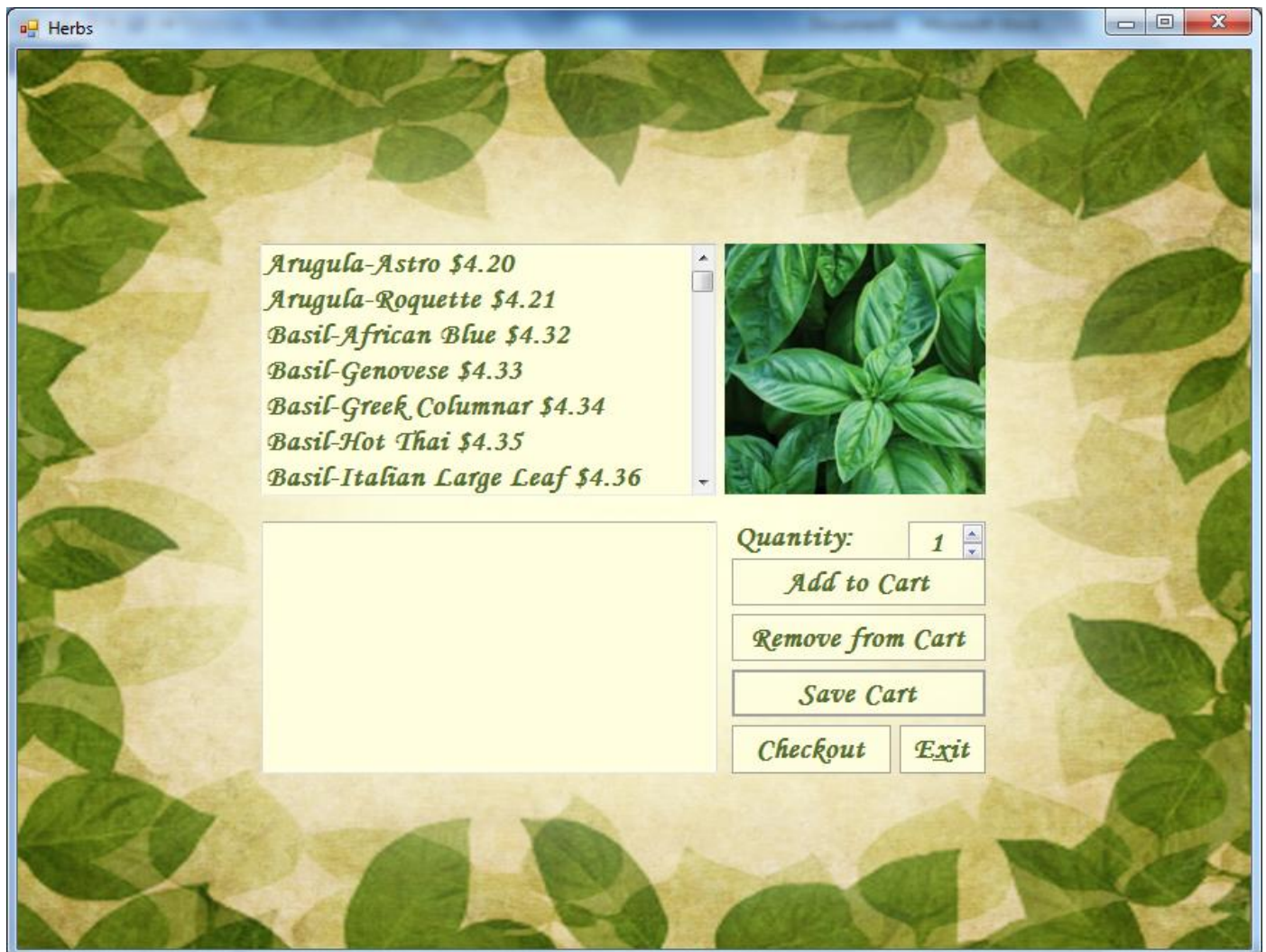
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***Designing and Developing an
E-Commerce Application
Using C# as the Programming Language***

Spring 2013

Screen 1- Start of the Application:

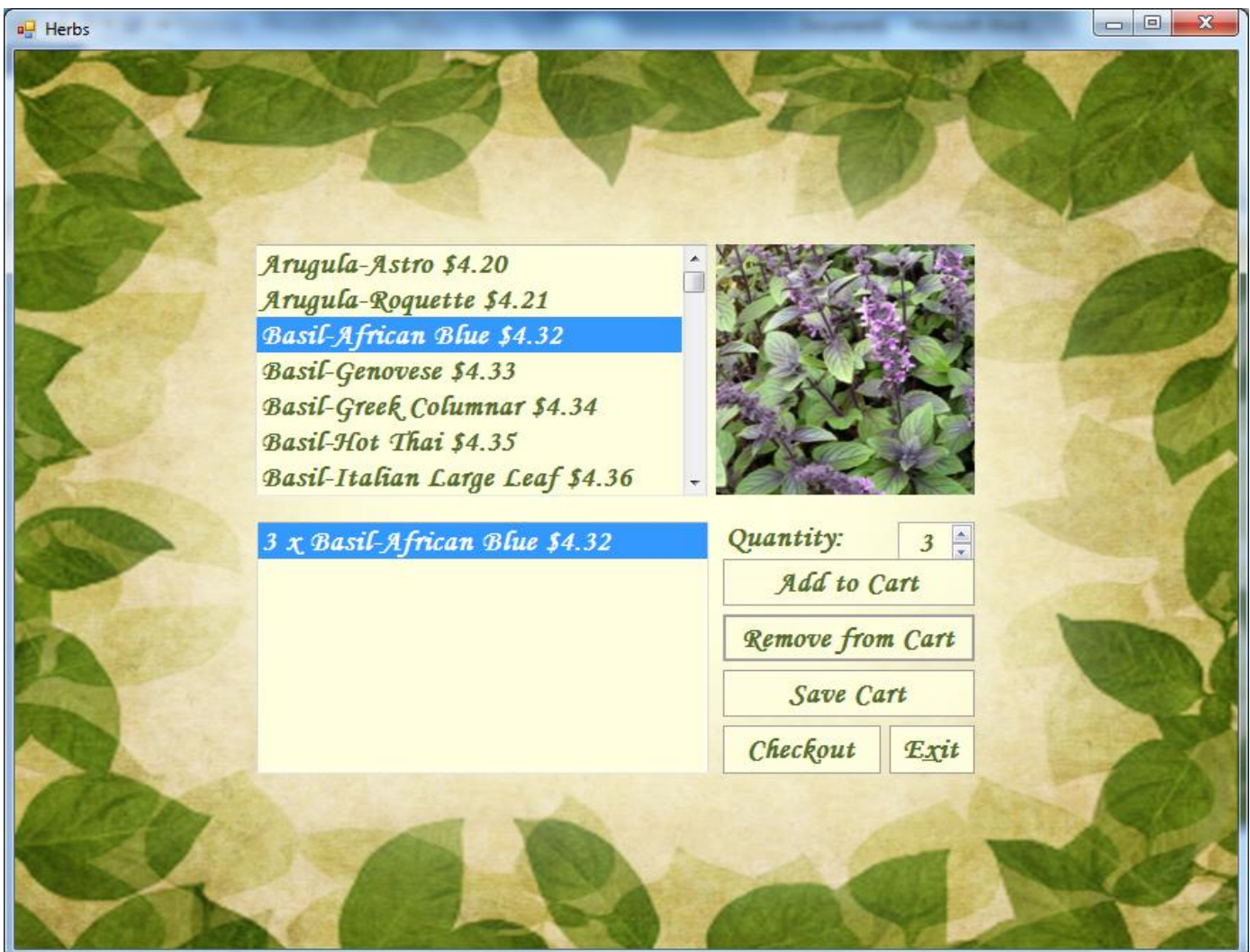
- “**Product List/Catalog**” is at the box at the top which contains Product Names and Unit Prices *Sorted in alphabetic order*
- “**Shoping Cart**” is the box just below the “**Products Catalog**” and it is currently empty



Screen 1

Screen 2-User Selects Item A and Adds it to the Cart:

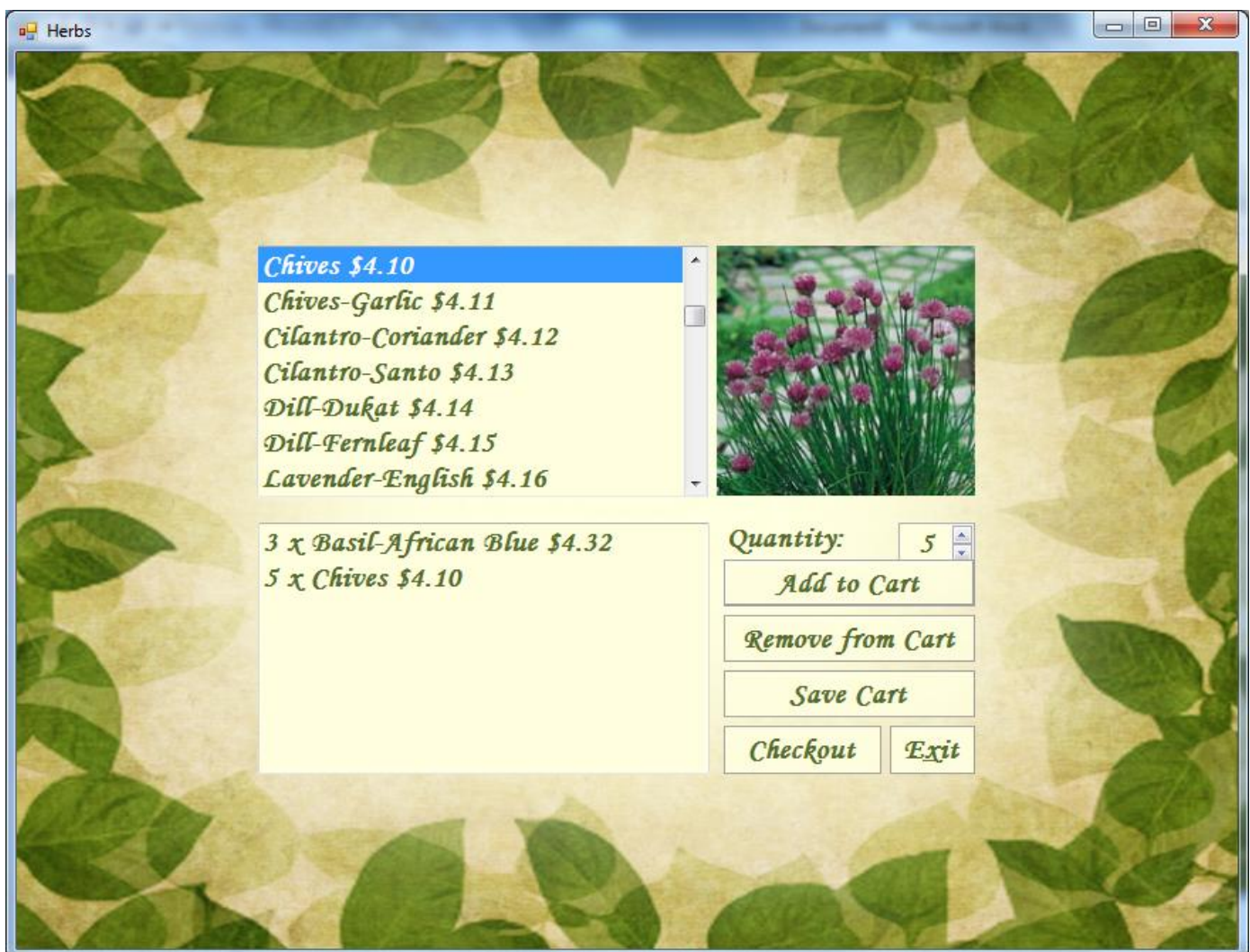
- User selects Basil African, with Unit Price of \$4.32 from the “**Product List/Catalog**”
- The **Application** displays the Image of the Product in the “**Product Image**” box
- User selects “**Quantity**” of 3
- User presses the “**Add to Cart**” button
- The selected item is added to the “**Shopping Cart**”



Screen 2

Screen 3- User Selects Item B and Adds it to the Cart:

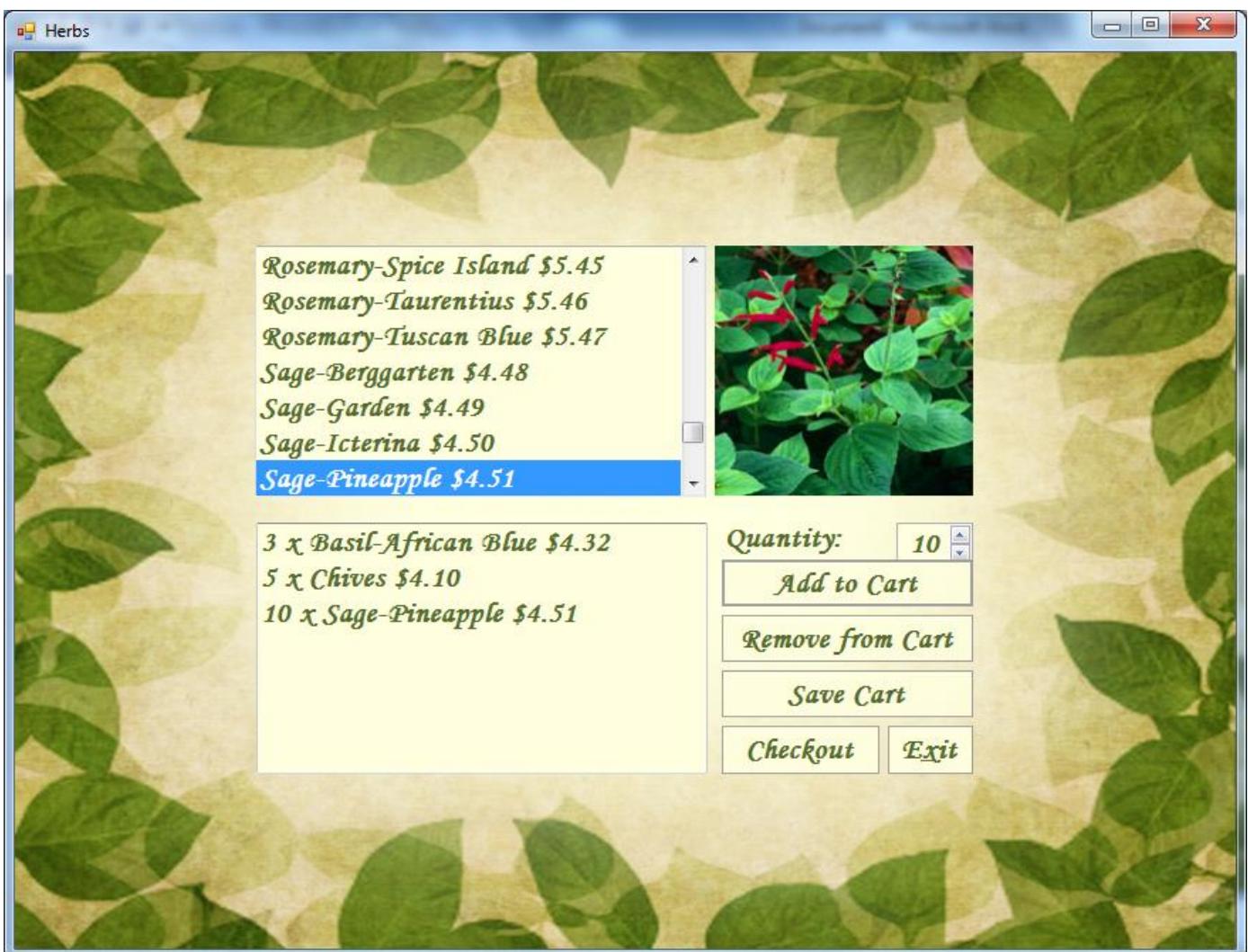
- User selects Chives with a Unit Price of \$4.10 from the “Product List/Catalog”
- The Application displays the Image of the Product in the “Product Image” box
- User selects “Quantity” of 5
- User presses the “Add to Cart” button
- The selected item is added to the “Shopping Cart”



Screen 3

Screen 4: User Selects Item C and Adds it to the Cart:

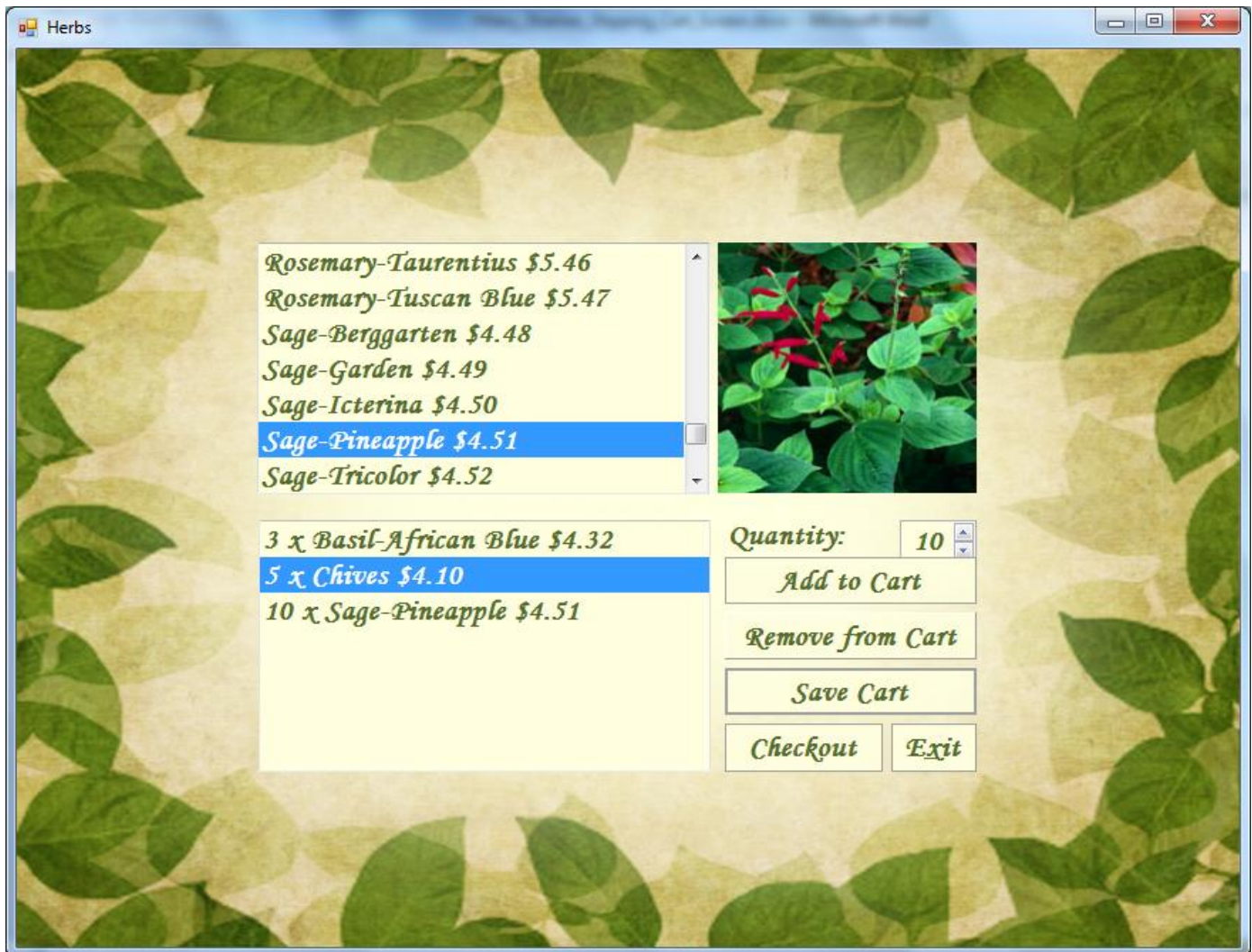
- User selects Sage Pineapple with Unit Price of \$4.51 from the “**Product List/Catalog**”
- The **Application** displays the Image of the Product in the “**Product Image**” box
- User selects “**Quantity**” of 10
- User presses the “**Add to Cart**” button
- The selected item is added to the “**Shopping Cart**”



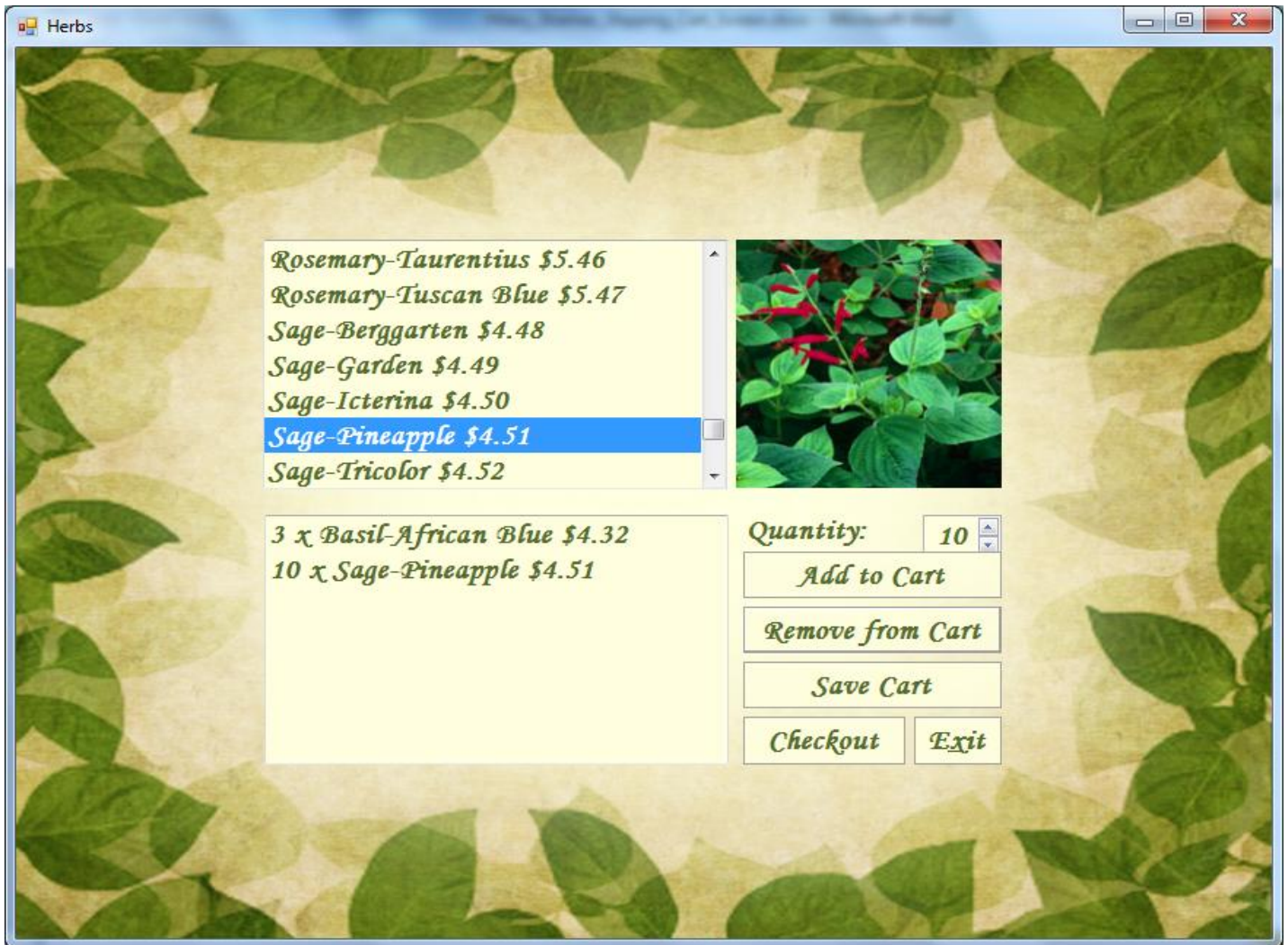
Screen 4

Screens 5 and 6 - User Selects Item B at the Cart and Deletes It from the Cart:

- User selects Saige at the “Shopping Cart”
- User presses the “Remove from Cart” button
- The selected item is **deleted** form the “Shopping Cart”



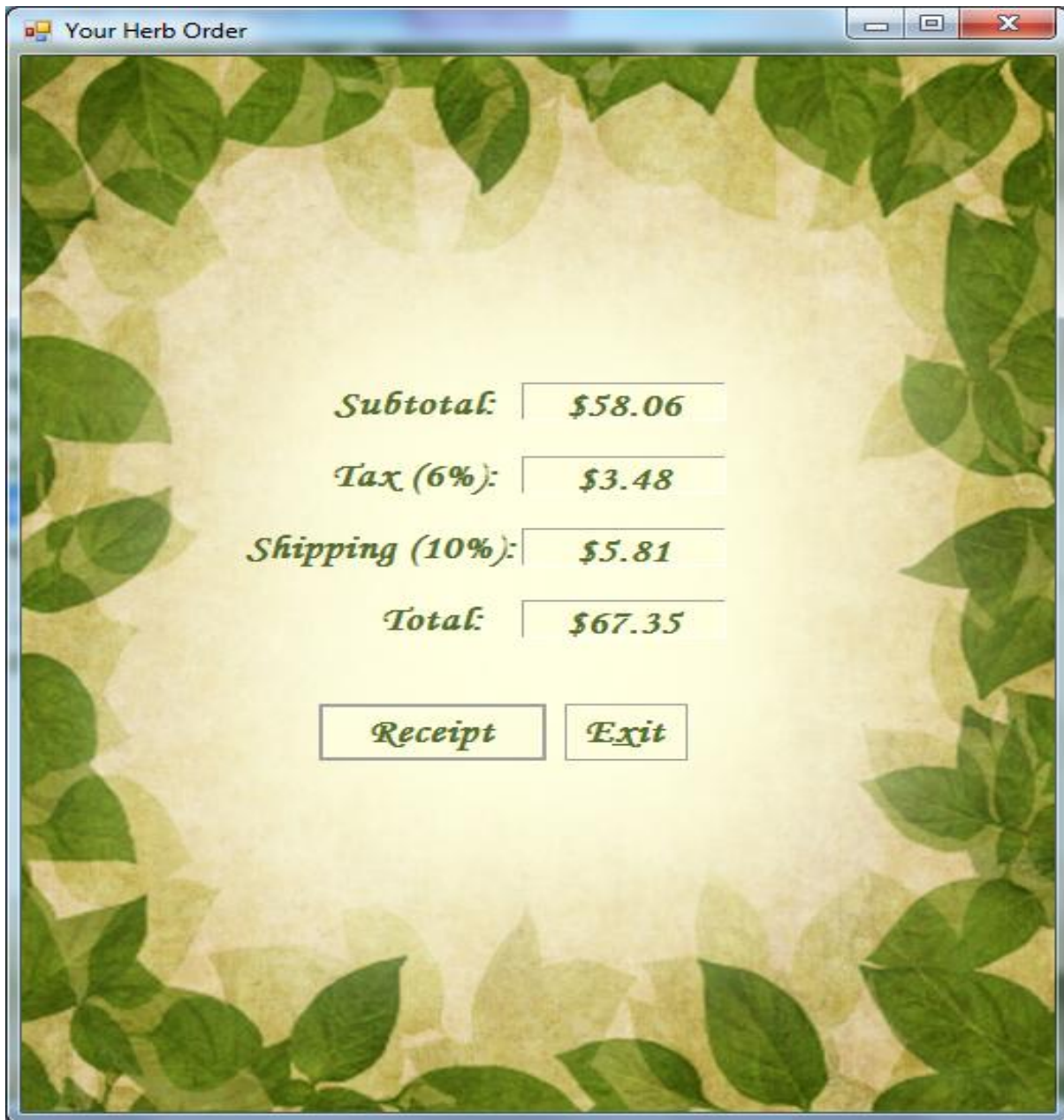
Screen 5



Screen 6

Screen 7-Checkout:

- User presses the “Checkout:” button
- User sees the calculated Subtotal, Tax, Shipping and the Total Amounts
- Pressing the “Receipt” button will print a receipt.
- Pressing the “Exit” button will terminate the application



Screen 7