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ISE582 Project
Bookstore

• Objective: create a JAVA application for use in a store.
• This application must be able to
  – Show the product picture, price and discount.
  – Allow customer to choose the products by click mouse on the picture.
  – Calculate the total price and total discount.
  – Demonstrate the list of bought products, total price and total discount.
Bookstore

• Bookstore
  – In a bookstore we have some different kinds of book.
  – Each book has individual picture, price and discount value.

• Program
  – 7 classes in this program
• Class description
  – 1. Book: contain constructor for parameters(name, price, discount)
  – 2. Const: set number of books
  – 6. Summary: set the frame for state the bill
  – 7. StoreUI: make the frame for contact with customer.
Welcome to the wizard bookstore please select the books that you want to buy. Thank you.