

Assignment 2, Part 2
THE ON-LINE STORE
Due Monday, March 23, 2009
at the beginning of class

This assignment will continue with the example of the on-line store application started in Part 1. Here is a repeat of the description of the application.

We are going to make user interface forms for an on-line store that offers t-shirts and posters for sale. It will also offer you on-line shopping points and to view your shopping cart. An example of the main form might be:

```
*****  
                               Welcome to  
                               The On-Line Store  
*****
```

```
Shop for T-Shirts  
Shop for Posters  
Shopping Point Information  
View My Shopping Cart
```

(You may choose a different title for your store, for example, with a particular theme.)

These four services are buttons on the main page. When the user selects one of the buttons, a form with that service is brought up for the user, and the main form is hidden.

For this first part of the assignment, you are to write the code for all five forms and put navigation buttons on them. The main page has four buttons (as described above) to go to the four pages, and it should also have a button to exit the entire application. For now, each service page will just have one button, which will go back to the main page.

For part 2 of the assignment, you will complete each of the four service pages and a module.

Services 1 and 2: Shop for T-Shirts and Posters

On these pages, several items will be shown for sale:

On the t-shirt page, there should be two styles of t-shirts available (you can pick the description of the two styles of t-shirts). One style will cost \$20 each and the other style will cost \$15 each.

On the poster page, there should be one style of poster available (again your description) in three different sizes. The small posters will cost \$10, medium size posters will cost \$12, and large size posters will cost \$14.

For each type of merchandise, you should give a TextBox on the form for the user to put how many items they want to buy. Then there should be a button that they can use to add that merchandise to their shopping cart. The button procedure for each item will call a module procedure to compute the cost of the item and to update the shopping cart.

In order to keep the shopping cart, you must declare variables at the module level. There will be one variable to keep the total number of items ordered and another variable to keep the total cost of the order so far.

There should also be a module level procedure that computes the cost of the items that the user orders and adds the number of items and the cost to the shopping cart total items and total cost.

Service 3: View My Shopping Cart

On this page, the user can view their shopping cart, in which they can view how many items they have ordered so far, and what the total cost of those items is.

This page should also have a button for checkout and a set of radio buttons from which they can select the type of shipping. Here are the shipping types and rates based on the shopping cart total:

Standard shipping:	\$4, for up to \$50 total purchases \$6, for between \$50 and \$80 \$8, for over \$100
Two-day expedited:	\$8, for up to \$50 total purchases \$12, for between \$50 and \$80 \$16, for over \$100
Next-day overnight:	\$15, for up to \$50 total purchases \$20, for between \$50 and \$80 \$25, for over \$100

If the user clicks on checkout, they will be given a display of the total cost in the shopping cart, the amount of sales tax owed (based on 8% NY sales tax), the amount of shipping (based on their selection of shipping type) and the total bill.

Service 4: Shopping Point Information

In this service, the user is informed about the number of shopping points that they would get if they order what is currently in their shopping cart.

For each item ordered, they get one shopping point.
For each \$10 ordered, they get one shopping point.

Given what is currently in their shopping cart, display the number of points earned and display examples of items that they could get free in the future with their shopping points. The only items available for free with the shopping points are the \$15 t-shirts and the small posters at \$10. They can use the shopping points as if they were \$1 towards one of the free items.

For example, if they had earned 21 shopping points, they would be told something like:

With your 21 shopping points, you can get 1 of the \$15 t-shirts free,
Or you can get 2 of the small posters free.

To finish this assignment

- Design the layout of the each service form and make the forms
- Write the programs
 - Write comments on the top of each program, including **your name** and what the program is for
 - Write (simple) comments before each button-click subroutine with the description of what it does
 - Write the code, design variables as appropriate and add any additional comments that will make the code clear to read
 - Add a module and write the module level variables and procedure(s)

For this assignment, you will be graded on:

Whether the programs runs and computes each service correctly
Design and use of procedures, including module level
Error checking for user input from textboxes
Format, clarity and appearance of user interface
Design of variables and variable names
Documentation
Clarity and overall design of programs

How to Submit your Homework:

1. In your project directory, create a **zip file** of the sub-directory that has your homework project in it and submit it to the dropbox on the iLMS system.
2. Open your project in Visual Studio and print a **paper copy** of each of the the Formx.vb programs that shows what you put for the buttons on your form and your Module level program. Hand these programs in at the beginning of class.