**Object Oriented Programming Shopping Cart Simulator**

**Introduction:**

In this project, you will use Python to write an object-oriented program that simulates a shopping cart of a DVD store.

**Requirements:**

* The program needs to be object oriented and written in Python.
* When program starts, a list of commands is displayed in shell for customer to choose from: “List” “Cart”, “Add”, “Remove”, “Checkout”.
* If the customer chooses “List”, a list of products as well as price are displayed. A file called products.csv is provided. The program loads the product list from the file.
* If “Add” is selected, prompts will ask for which product and quantity to add to the cart.
* If “Cart” is selected, items in the shopping cart together with the price and quantity will be displayed.
* If “Remove” is selected, prompts will ask for which item in the shopping cart to remove.
* If “Checkout” is selected, calculate the shopping cart and display subtotal, tax (7%), and total.
* Your program should be able to handle user errors.
* Each student can do the project in a team of 4 students or less.
* You can research on the internet. But do not copy code directly from webpages.