**Daraz Management System**



Session: 2021 – 2024

**Submitted by:**

Abdul Mateen 2021-CS-190

**Supervised by:**

Dr. Madam Maida

Department of Computer Science

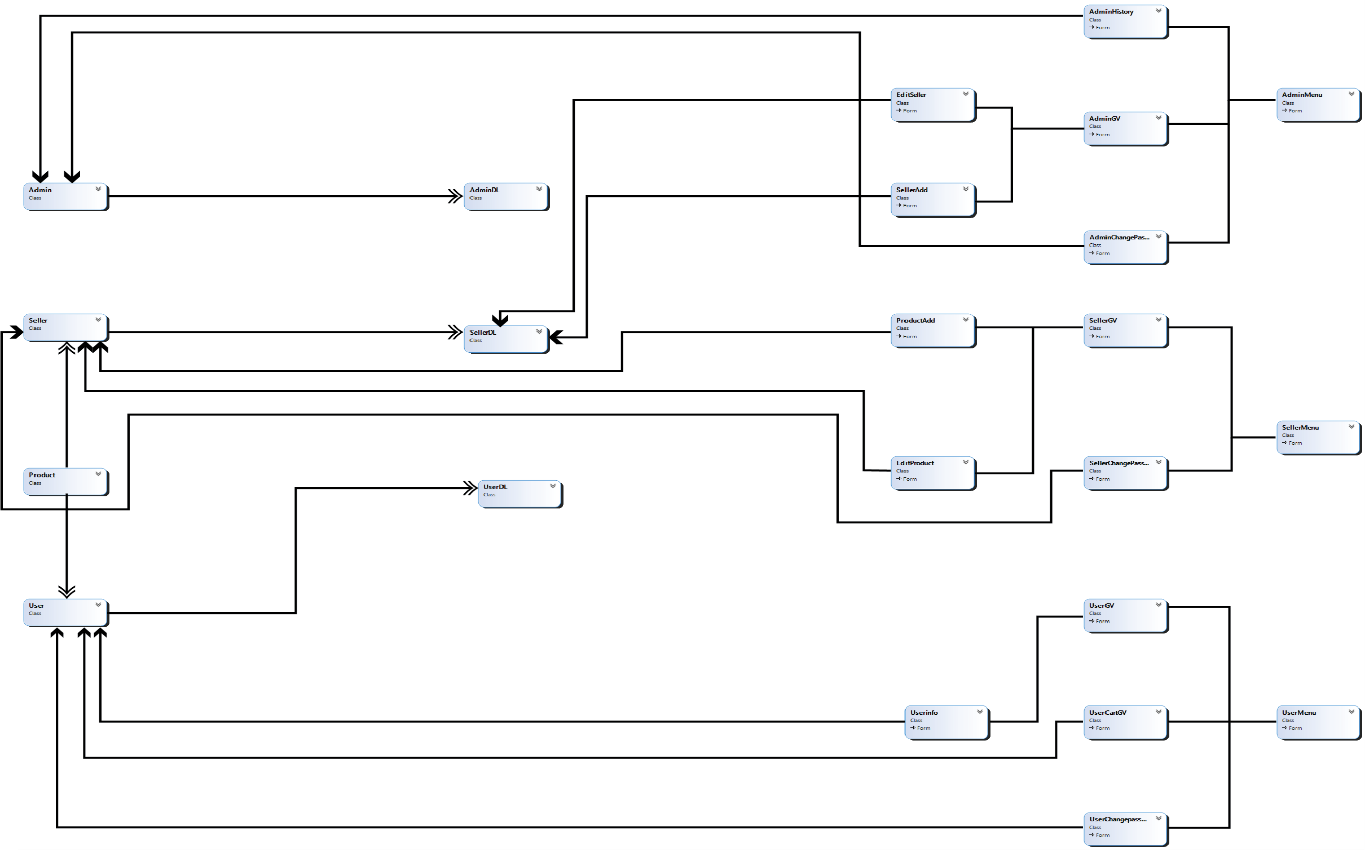
**University of Engineering and Technology**

**Lahore Pakistan**

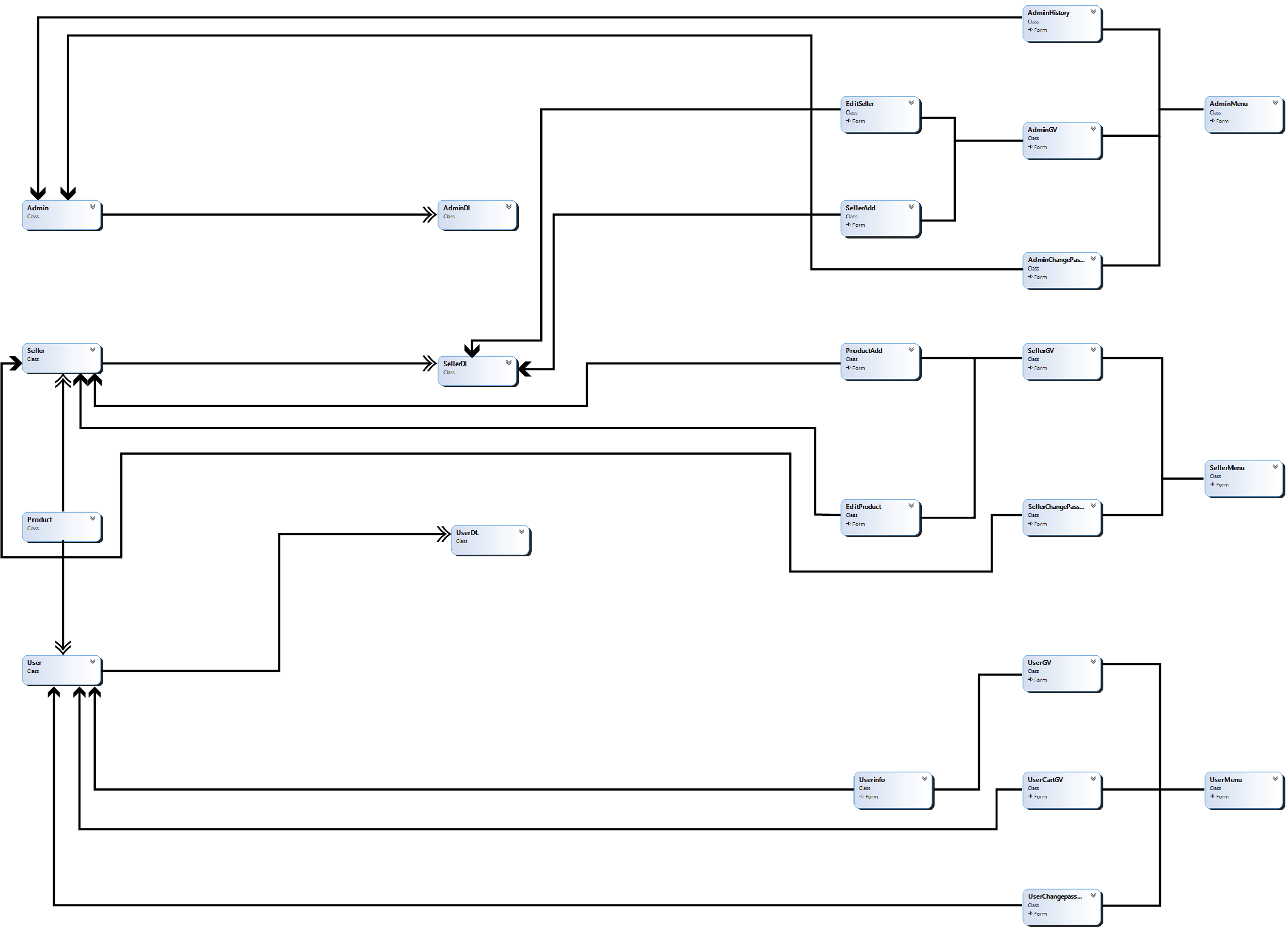
**Class Diagrams:**

1. **Domain Model With Classes Name:**



1. **Domain Model With Relation And Constraints: **

1. **Domain Model With Multiplicity:**



1. **Class Diagram:**

**WireFrames**

# 1. Login Forms

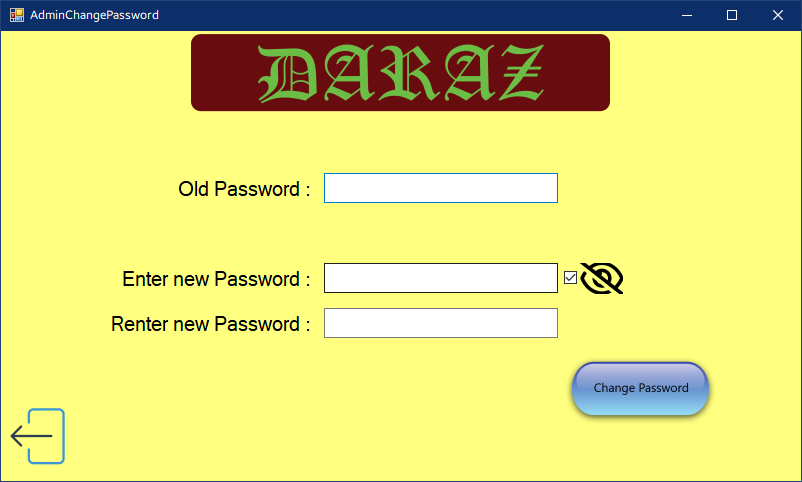
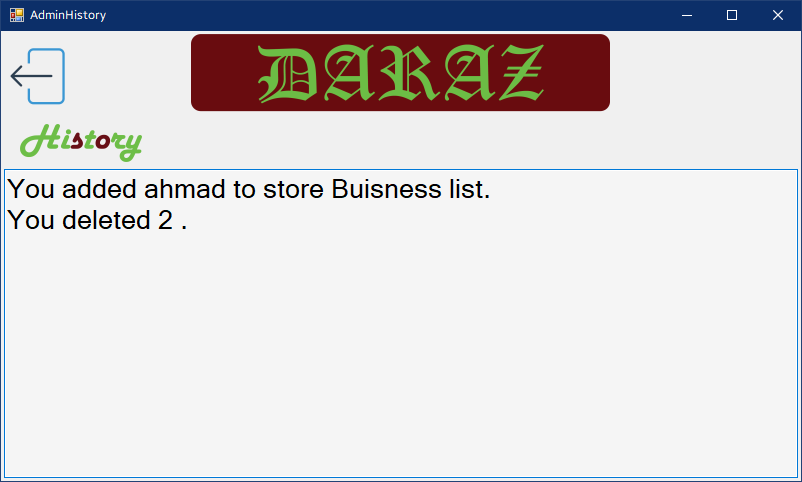
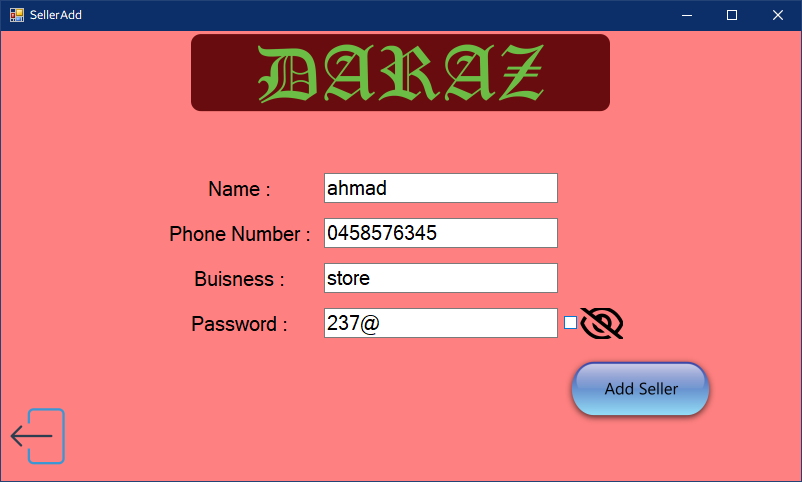
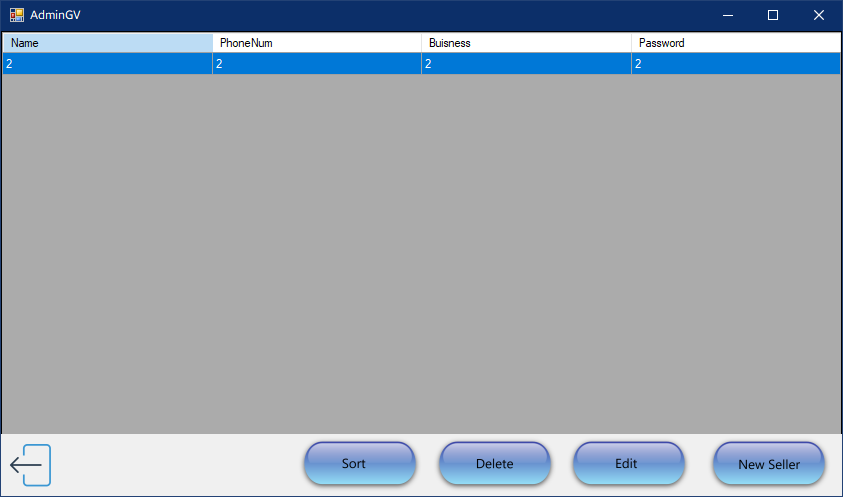
1. Sign In



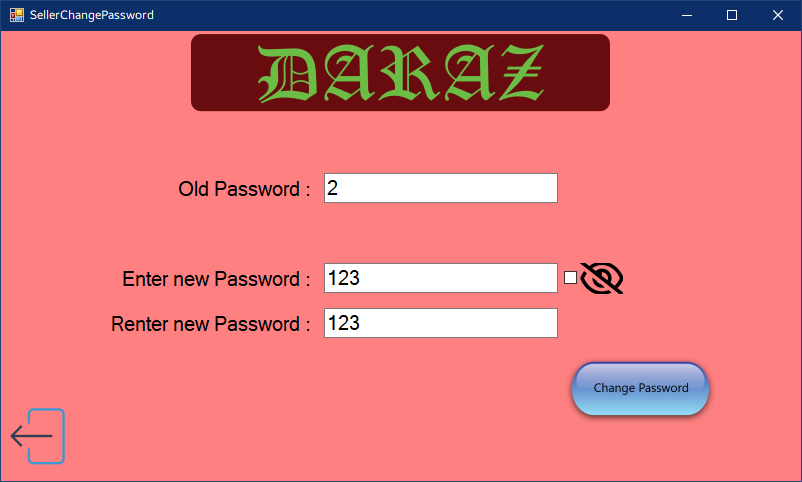
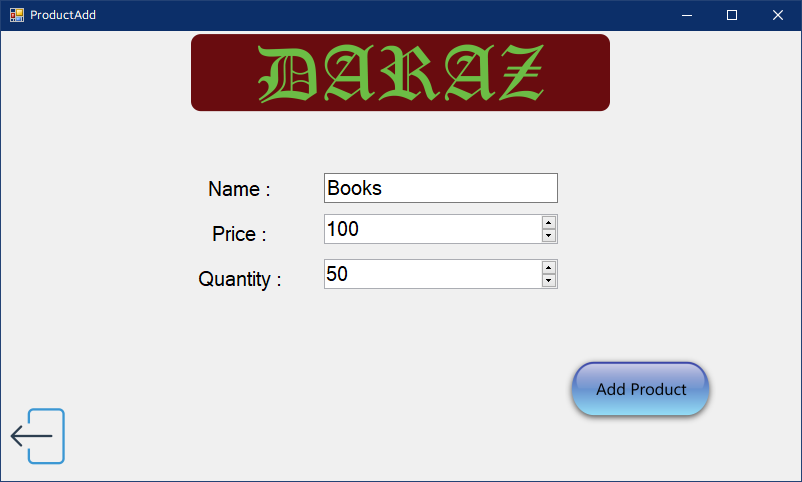
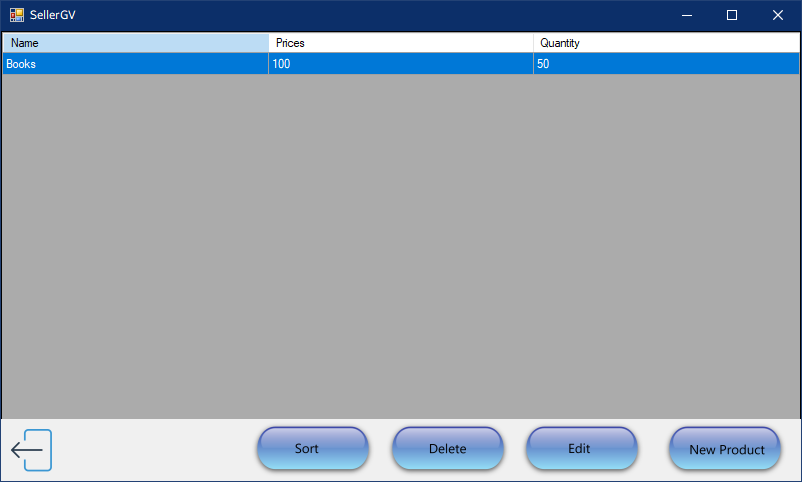
1. Sign Up



# 2.Admin Forms

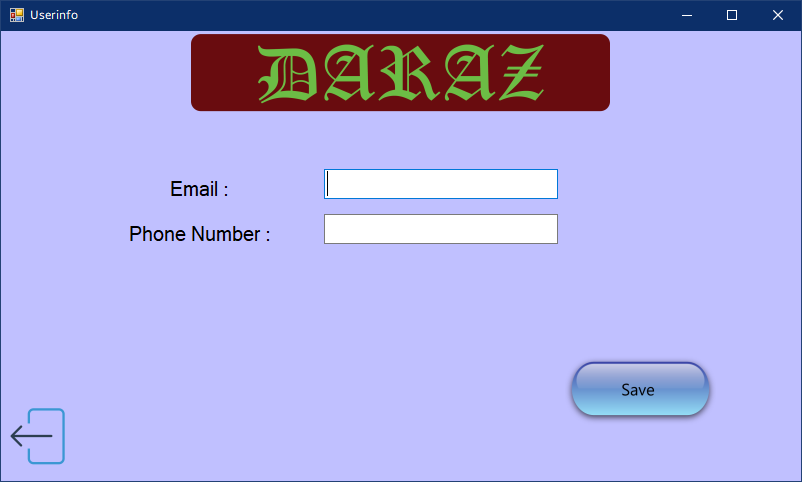
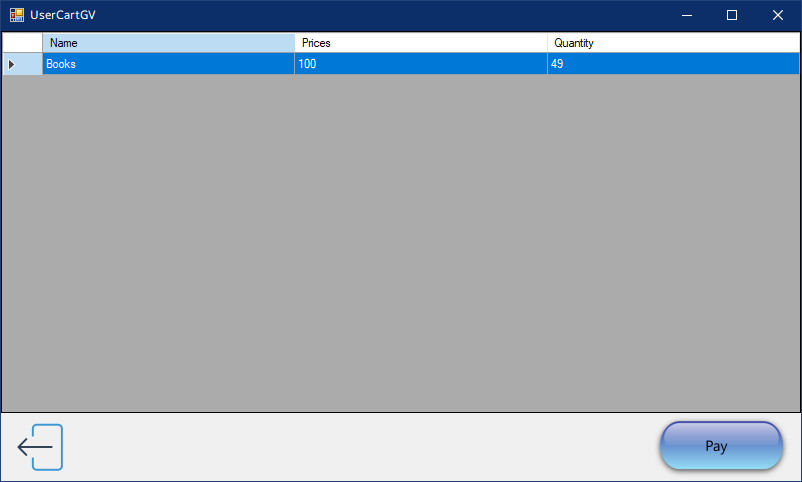
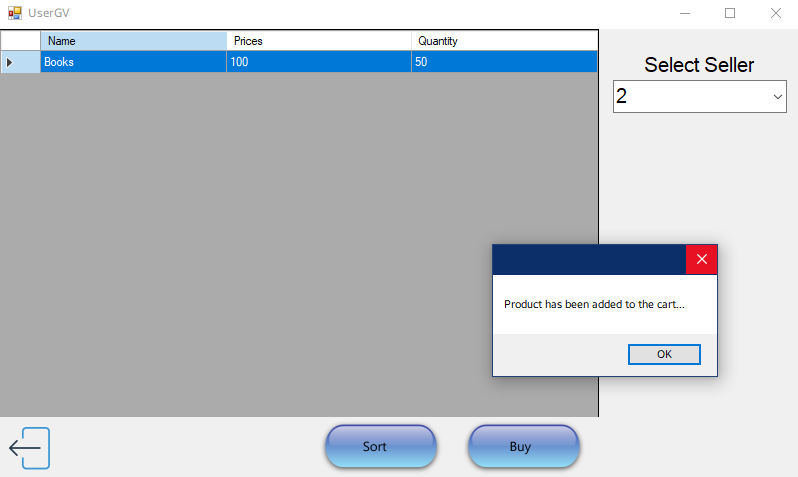


# 3.Seller Forms



# 4.User Form

****



# Sequence Diagrams

# 1. Add

**2.Update**

**3.Delete**

# 4.View

**Full Code**

**BL Classes**

**Admin class:**

class Admin

{

private string username="1";

private string password="1";

private List<string> history = new List<string>();

public List<string> History { get { return history; } }

public void add\_history(string input)

{

history.Add(input);

}

public Admin() { }

public Admin(string username,string password)

{

this.password=password;

this.username=username;

}

public string Username{ get { return username; } set { username = value; } }

public string Password{ get { return password; } set { password = value; } }

}

**Seller Class:**

public class Seller

{

private string name;

private string phone\_num;

private string buisness;

private string password;

private List<Product> product=new List<Product>();

public string Name{get { return name; } set { name = value; } }

public string PhoneNum{get { return phone\_num; } set { phone\_num = value; } }

public string Buisness{get { return buisness; } set { buisness = value; } }

public string Password{get { return password; } set { password = value; } }

public List<Product> Products { get { return product; } }

public Seller() { }

public Seller(string names,string ph,string buiss,string pass)

{

name=names;

phone\_num=ph;

buisness=buiss;

password=pass;

}

public void add\_product(Product input)

{

product.Add(input);

}

public List<Product> get\_product\_list()

{

return product;

}

public Product check\_product(string name)

{

for (int i = 0; i < product.Count; i++)

{

if (name == product[i].Name)

{

return product[i];

}

}

return null;

}

public int change\_password(string pass, string pass1, string pass2)

{

if (pass == this.Password)

{

if (pass1 == pass)

{

return 2;

}

else

{

if (pass1 == pass2)

{

this.Password = pass1;

return 3;

}

else

{

return 4;

}

}

}

else

{

return 1;

}

}

public void replace\_product(Product pre,Product nw)

{

for (int i = 0; i < product.Count; i++)

{

if(product[i].Name==pre.Name && product[i].Prices==pre.Prices && product[i].Quantity==pre.Quantity)

{

product[i] = nw;

break;

}

}

}

public void delete\_product(int index)

{

product.RemoveAt(index);

}

public bool decrement(Product a)

{

for (int i = 0; i < product.Count; i++)

{

if (product[i]==a)

{

if(a.Quantity>=1)

{

a.Quantity--;

return true;

}

}

}

return false;

}

}

**Product Class:**

public class Product

{

private string name;

private int prices;

private int quantity;

public string Name { get { return name; } set { name = value; } }

public int Prices { get { return prices; } set { prices = value; } }

public int Quantity { get { return quantity; } set { quantity = value; } }

public Product() { }

public Product(string name, int prices, int quantity)

{

Name = name;

Prices = prices;

Quantity = quantity;

}

}

**User Class:**

public class User

{

private string name;

private string password;

private string email="";

private string pin;

private string phone;

private List<Product> buy\_product = new List<Product>();

public string Name { get { return name; } set { name = value; } }

public string Password { get { return password; } set { password = value; } }

public string Email { get { return email; } set { email = value; } }

public string Pin { get { return pin; } set { pin = value; } }

public string Phone { get { return phone; } set { phone = value; } }

public List<Product> Product { get { return buy\_product; } }

public void add\_product\_list(Product input)

{

buy\_product.Add(input);

}

public List<Product> get\_product\_list()

{

return buy\_product;

}

public User() { }

public User(string name,string password)

{

this.name = name;

this.password = password;

}

public User(string names, string pass, string em,string pn,string ph)

{

name = names;

password = pass;

email=em;

pin=pn;

phone=ph;

}

public int change\_password(string pass, string pass1, string pass2)

{

if (pass == this.Password)

{

if (pass1 == pass)

{

return 2;

}

else

{

if (pass1 == pass2)

{

this.Password = pass1;

return 3;

}

else

{

return 4;

}

}

}

else

{

return 1;

}

}

public void add\_product(string name,int index)

{

for (int i = 0; i < SellerDL.Seller.Count; i++)

{

if (SellerDL.Seller[i].Name==name)

{

buy\_product.Add(SellerDL.Seller[i].Products[index]);

break;

}

}

}

public void clear\_buyproducts()

{

buy\_product.Clear();

}

}

**DL Classes**

**Admin DL:**

class AdminDL

{

private static Admin admin = new Admin();

public static Admin Admin { get { return admin; } set { admin = value;} }

public static Admin get\_admin(string name, string pass)

{

if (name == admin.Username && admin.Password == pass)

{

return admin;

}

else

{

return null;

}

}

public static int change\_password(string pass,string pass1,string pass2)

{

if(pass==admin.Password)

{

if(pass1==pass)

{

return 2;

}

else

{

if(pass1==pass2)

{

admin.Password = pass1;

return 3;

}

else

{

return 4;

}

}

}

else

{

return 1;

}

}

}

**Seller DL:**

class SellerDL

{

static string path = "seller.txt";

private static List<Seller> seller = new List<Seller>();

public static List<Seller> Seller { get { return seller; } }

public static void add\_list(Seller input)

{

seller.Add(input);

}

public static List<Seller> get\_list()

{

return seller;

}

public static Seller get\_seller(string seller\_name,string pass)

{

for (int i = 0; i < seller.Count; i++)

{

if (seller\_name == seller[i].Name && pass == seller[i].Password)

{

return seller[i];

}

}

return null;

}

public static Seller get\_seller(string seller\_name)

{

for (int i = 0; i < seller.Count; i++)

{

if (seller\_name == seller[i].Name)

{

return seller[i];

}

}

return null;

}

public static void replace(Seller pre,Seller nw)

{

for (int i = 0; i < seller.Count; i++)

{

if (pre.Name == Seller[i].Name && pre.Buisness == Seller[i].Buisness && pre.PhoneNum == Seller[i].PhoneNum && pre.Password == Seller[i].Password)

{

Seller[i]= nw;

}

}

}

public static void delete(int index)

{

seller.RemoveAt(index);

}

public static List<Product> get\_products(string name)

{

for (int i = 0; i < seller.Count; i++)

{

if (name == seller[i].Name)

{

return seller[i].Products;

}

}

return null;

}

}

**User DL:**

class UserDL

{

private static List<User> users= new List<User>();

public static void add\_list(User input)

{

users.Add(input);

}

public static List<User> get\_list()

{

return users;

}

public static User get\_user(string name,string pass)

{

for (int i = 0; i < users.Count; i++)

{

if (name == users[i].Name && users[i].Password==pass)

{

return users[i];

}

}

return null;

}

}