**ASSIGNMENT - 1**

**CLO 1,2,3,4**

**Problem:**

***I am owner of a store. The store has outlet in Islamabad, and an online store as well. I have hired you as a programmer to provide me software (kind of “point of sale/purchase software”) of this store.***

**Technical information:**

**Below is a figure showing online store; all the objects involved, and relationship between them.**

**Store**

is a

is a

**Online Outlet**

**Payment**

is a

is a

is a

shops from

**Cash Card Online**

makes

**Order**

has

makes

**Order details**

**Customer**

buys

**Item**

* **Each object has some attributes (members) and behaviour (functions). Search about class diagram. There are lot of class diagrams for online store available on internet. Each entity in class diagram is an object of class that shows its attributes and behaviours. Carefully go through those diagrams, and make flow of your program. Convert the objects and relationships shown in above figure, into classes and their interactions.**
* **Use concepts of inheritance, composition and abstract classes.**
* **Payment and Store can be abstract classes.**
* **Use final and static variables, where required.**

**Note:**

You can do assignment in group of two. For further help, you can start discussion on LMS. You can get lot of help from internet. I would suggest you to discuss any problem with me, or your class mates. Internet will provide you with the code as well. But, it will not polish your skills. Please try to do this assignment yourself. Good Luck.