Advanced programming on objects - project (232)

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Each student will work on an individual project. The project is structured in several stages.

The project scoring condition: not to present compilation errors and to implement the given requirements.

Delivery deadlines:

Stage I: week 8 - 12 April 2024
Stage II: week 27 - 31 May 2024

Stage I

1) System definition

Create a list based on the chosen theme with at least 10 actions/queries (Example actions: updating personal data, creating a card, balance inquiry, bank transfer, ...) that can be done within the system and a list with at least 8 types of objects (Example entities: user, account, debit account, savings account, transaction, ...)

2) Implementation

To implement in the Java language an application based on those defined in the first point.

The application will contain:

- simple classes with private / protected attributes and access methods
- at least 2 different collections capable of managing previously defined objects (eg: List, Set, Map, etc.) of which at least one must be sorted uni-/two-dimensional arrays will be used in case the collections are not traversed until the date of the checkpoint
- · use inheritance to create additional classes and use them within collections;
- · at least one service class to expose system operations
- a Main class from which calls to services are made

Stage II

1) Extend the project from the first stage by implementing persistence using a relational database and JDBC.

Create services that expose create, read, update and delete operations for at least 4 of the defined classes. Generic singleton services will be made for writing and reading from the database.

2) Realization of an audit service

A service will be created to write to a CSV file every time one of the actions described in the first step is executed. File structure: action_name, times

Suggested themes

- 1. catalog (student, subject, teacher)
- 2. the library (sections, books, authors, readers)
- 3. medical office appointment (client, doctor, appointment)
- 4. store stock management (categories, products, distributors)
- 5. banking application (accounts, account statement, transactions, cards, services)
- 6. e-learning platform (courses, users, learners, quizzes)
- 7. auction system (auctions, bids, products, users)
- 8. food delivery platform (premises, orders, drivers, users)
- 9. book loan platform bookster type (affiliated companies, users, books)
- 10. e-ticketing platform (events, locations, customers)
- 11. the structure of an organization (employees, hierarchical relationships, salaries)
- 12. admission (candidate, faculty, exam)
- 13. credits (customer, credit, installments)
- 14. currency exchange house activity (currencies, rate history, customer, transactions)
- 15. transport company activity (cities, cars, routes, links)