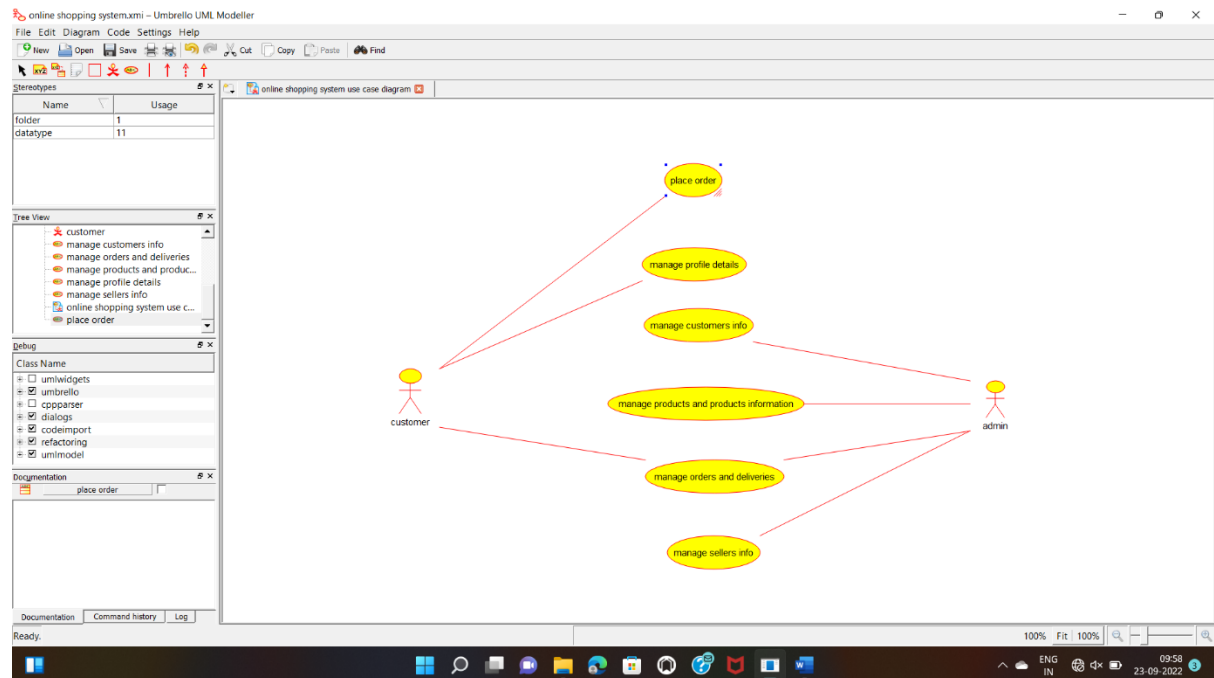
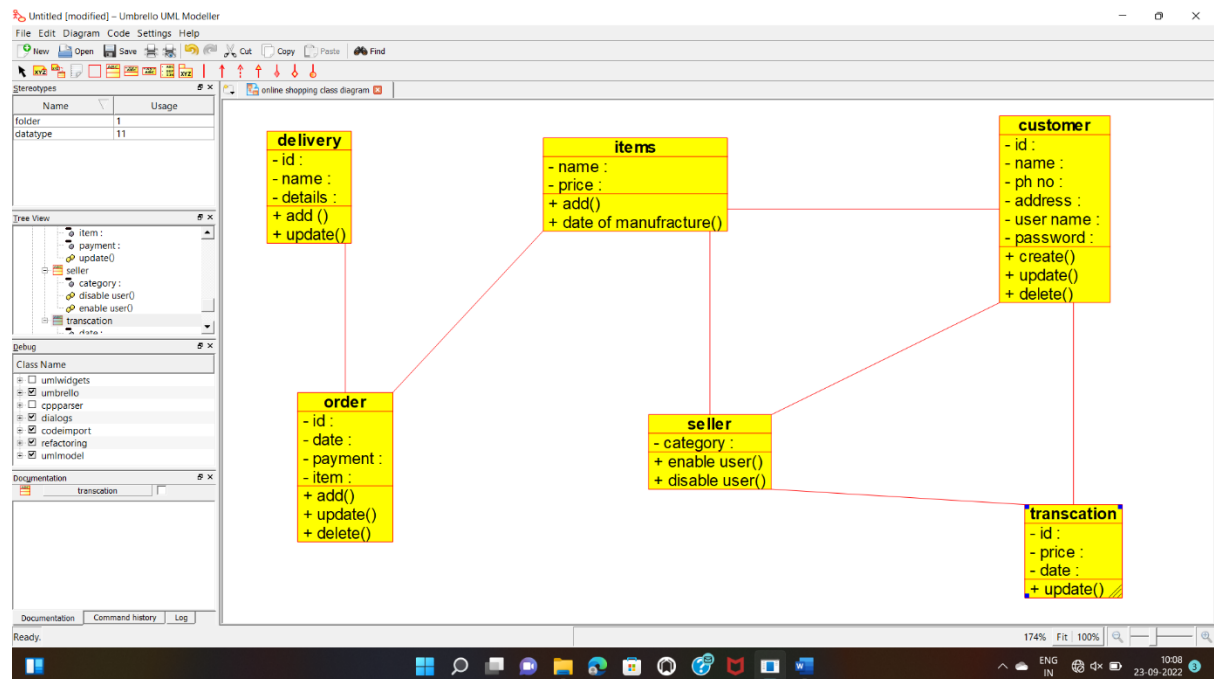


## 23)Online Shopping System

### USECASE DIAGRAM



### CLASS DIAGRAM



### SOURCE CODE:

Customer

```
#include "customer.h"
```

```
// Constructors/Destructors
```

```
//
```

```
customer::customer () {  
    initAttributes();  
}
```

```
customer::~~customer () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void customer::initAttributes () {  
}
```

```
Delivery
```

```
#include "delivery.h"
```

```
// Constructors/Destructors
```

```
//
```

```
delivery::delivery () {  
    initAttributes();  
}
```

```
delivery::~delivery () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void delivery::initAttributes () {
}

Items
#include "items.h"

// Constructors/Destructors

//

items::items () {
initAttributes();
}

items::~items () { }

//

// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void items::initAttributes () {  
}
```

```
Order
```

```
#include "order.h"
```

```
// Constructors/Destructors
```

```
//
```

```
order::order () {  
    initAttributes();  
}
```

```
order::~~order () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void order::initAttributes () {
```

```
}
```

```
Seller
```

```
#include "seller.h"
```

```
// Constructors/Destructors
```

```
//
```

```
seller::seller () {
```

```
initAttributes();
```

```
}
```

```
seller::~~seller () { }
```

```
//
```

```
// Methods
```

```
//
```

```
// Accessor methods
```

```
//
```

```
// Other methods
```

```
//
```

```
void seller::initAttributes () {  
}  
  
Transcation  
#include "transcation.h"  
  
// Constructors/Destructors  
//  
  
transcation::transcation () {  
    initAttributes();  
}  
  
transcation::~~transcation () { }  
  
//  
// Methods  
//  
  
// Accessor methods  
//  
  
// Other methods  
//  
  
void transcation::initAttributes () {  
}
```