

## **OBJECT ORIENTED PROGRAMMING**

## **ASSIGNMENT REPORT**

## **TOPIC: E-STORE MANAGEMENT SYSTEM**

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#### **Date of submission:**

15th December 2022

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## **ACKNOWLEDGEMENT**

In performing our assignment, we had to take the help and guideline of some respected persons, who deserve our greatest gratitude. The completion of this assignment gives us much Pleasure. We would like to show our gratitude to **Dr. Sujala Shetty**, of **BITS Pilani Dubai Campus** for giving us a good guideline for the assignment. We would also like to expand our deepest gratitude to all those who have directly and indirectly guided us in writing this assignment.

Many people, especially our classmates and team members, have made valuable comment suggestions on this proposal which gave us inspiration to improve our assignment. We thank all the people for their help directly and indirectly to complete our assignment.

A noteworthy appreciation also goes to our seniors who supported us and helped us in a lot of ways. We finally thank all the people who directly or indirectly helped us in this assignment.

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## **Applications of JAVA**

Using Java, we can develop different applications for different purposes.

We can use Java technology to develop the following applications:

- Mobile App Development
- Desktop GUI Applications
- Web-based Applications
- Gaming Applications
- Big Data Technologies
- Distributed Applications
- Cloud-based Applications
- IoT Applications

#### 1) Mobile App Development

The Java programming language can be considered as the official language for mobile application development. Most of the android applications built using Java. The most popular android app development IDE Android Studio also uses Java for developing android applications. So, if you are already familiar with Java, it will become much easier to develop android applications. The most popular android applications Spotify and Twitter are developed using Java.

#### 2) Desktop GUI Applications

We can also develop a GUI application using Java. Java provides AWT, JavaFX, and Swing for developing the GUI based desktop application. The tools contain the pre-assembled components like list, menu, button.

#### 3) Web-based Applications

It is also used for developing web-based applications because it provides vast support for web development through Servlet, JSP, and Struts. It is the reason that Java is also known as a server-side programming language. Using these technologies, we can develop a variety of applications.

The most popular frameworks are Spring, Hibernate, Spring Boot, used for developing web-based applications. LinkedIn, AliExpress, web.archive.org, IRCTC, etc. are the popular websites that are written using Java programming language.

#### 4) Game Development

Java is widely used by game development companies because it has the support of the open-source most powerful 3D engine. The engine provides unparalleled capacity when it comes to the context of the designing of 3D games. The most popular games developed in Java are Minecraft, Mission Impossible III, etc. There are some popular Frameworks and Libraries available for Game Development, like - LibGDX and OpenGL.

#### 5) Big Data Technology

As many programming languages are available for Big Data Technology but still Java is the first choice for the same. The Hadoop HDFS platform for processing and storing big data applications is written in Java. In big data, Java is widely used in ETL applications such as Apache Camel and Apache Kafka. It is used to extract and transform data, and load in big data environments.

#### **6) Distributed Applications**

The JINI (Java Intelligent Networking Infrastructure) provides the infrastructure to register and find distributed services based on its specification. It implements a mechanism that is known as JavaSpaces. It supports the distribution, persistence, and migration of objects in a network.

#### 7) Cloud-Based Applications

A cloud application is the on-demand availability of IT resources via the internet. The cloud-based application provides the service at a low cost. Java provides the environment to develop cloud-based applications. We can use Java to develop SaaS (Software as a Service), LaaS (Logging as a Service), and PaaS (Platform as a Service). The cloud application is widely used to share data between companies or to develop applications Remotely.

#### 8) IoT Application

IoT is a technology that connects the devices in its network and communicate with them. IoT has found almost all the small devices such as health gears, smartphones, wearables, smart lighting, TVs, etc. For developing the IoT application there are a lot of programming languages that can be used but Java offers an edge to developers that is unparalleled. IoT programmers gravitate towards Java because of its security, flexibility, and versatility.

# **Topic Abstract**

Online shopping or e-shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller, through e-stores, over the Internet. Online shopping has revolutionized the business world by making everything anyone would want by the simple click of a mouse button. In modern times, e-shopping is steadily gaining popularity because of its various benefits. The project satisfies all basic functions required to run an e-store.

#### Our project-

- > Provides the user the facility to purchase products according to their preference.
- > The data entered in the database is safe and secured.
- > It reduces the human efforts and increases efficiency as the details are entered electronically.

#### Some benefits include:

- 1) Convenience: One of the most enjoyable conveniences of online~ shopping which is enjoyed by many is the ability to shop for products or services at a time which is suitable for the consumer.
- 2) Ability to order products from around the world. This can make it easy for online customers to acquire hard to find items or items which are the regional speciality of a particular area.
- 3) A great advantage of online purchasing is the ability to comparison shop easily.

## **MAJOR CONCEPTS USED IN THE CODE**

**1.** <u>INTERFACES</u> -ADMIN AND USER are 2 interfaces used in the code which shows the outline of the program.

ADMIN interface has access to the following methods:

- Display()
- add()
- update()
- delete()
- Transac()
- backToMenu()

USER interface has access to:

purchase()

Also, there are 2 classes

- Class Productdetails which implements the ADMIN interface and defines all the methods listed in the interface inside this class.
- Class Customer which implements the USER interface and defines all the methods listed in the interface inside this class.

Apart from these 2 classes we have

Class Menu which connects both the classes.i.e. Class Productdetails and Class

Customer through the method choices().

**Class LoginFrame is used** for GUI only for the login page display and is called from the main method named "MainMenu".

**2.** CONNECTIVITY OF JAVA AND MYSQL-In Java, we can connect to our database(MySQL) with JDBC(Java Database Connectivity) through the Java code. JDBC is one of the standard APIs for database connectivity, using it we can easily run our query, statement, and also fetch data from the database.

MYSQL is used to permanently store tables inside the database created.

In MYSQL, we have created 2 tables

- 1.Productdetails table
- 2. Transaction table

So, these 2 tables will store all the details of the products and transactions made in past and present.

**3.ENCAPSULATION**-has been used in the code for different classes to encapsulate the various methods.

Following are the list of classes in which we have used encapsulation:-

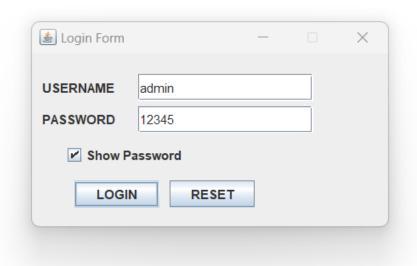
- 1. Class ProductDetails- has encapsulated the admin's access details.
- 2 Class Customer- has encapsulated the user's access details.
- 3. Class menu- has encapsulated the main menu details.
- 4.LoginFrame- has encapsulated the login credential details.

**4.GUI** -has been used at the start of the project for the display of the login page.

It's a graphics-based operating system interface that uses icons, menus and a mouse (to click on the icon or pull down the menus) to manage interaction with the system.

LoginFrame is the class name which contains the login page details which we have developed using GUI through swing and AWT.

And have implemented the Action listener interface to all the buttons to give it a function-like login button, reset button.



**5. EXCEPTION HANDLING** has been implemented in the code while connecting MYSQLand JAVA in the form of try,catch and finally block so that it shows us the error if any issue occurs during the connectivity of the two platforms. Exception handling basically shows the user what kind/type of error they are facing. In Java, an exception is an event that disrupts the normal flow of the program. It is an object which is thrown at runtime.

So the finally block is executed when the connection between MYSQL and java is successful.

**TRY BLOCK**-The try statement allows you to define a block of code to be tested for errors while it is being executed.

<u>CATCH BLOCK</u>-The catch statement allows you to define a block of code to be executed, if an error occurs in the try block.

So if try detects an error it goes inside catch and prints that particular error which the user is facing. The try and catch keywords come in pairs.

**FINALLY BLOCK**-The finally statement lets you execute code, after try...catch, regardless of the result.

## **Source Code**

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## Project Explorer x

## Project Explorer x

## Interface Explorer x

## Interface System Interface System in Project Residual Residua
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```
= eclipse-workspace - Management_System.java/src/MainMenu.java - Eclipse IDE
public void setLocationAndSize() {
             userLabel.setBounds(10, 20,80, 25);
             passwordLabel.setBounds(10, 50, 80, 25);
             userTextField.setBounds(100, 20, 165, 25);
             passwordField.setBounds(100, 50, 165, 25);
             showPassword.setBounds(30, 80, 130, 30);
             loginButton.setBounds(40, 120, 80, 25);
             resetButton.setBounds(130,120, 80, 25);
         public void addComponentsToContainer() {
             container.add(userLabel);
             container.add(passwordLabel);
             container.add(userTextField);
             container.add(passwordField);
             container.add(showPassword);
             container.add(loginButton);
             container.add(resetButton);
         public void addActionEvent() {
             loginButton.addActionListener(this);
             resetButton.addActionListener(this);
             showPassword.addActionListener(this);
```

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### System.out.println(" ");

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287 System.out.println("Sinet the ProductName you want to purchase:");

288 System.out.println("Sinet the ProductName you want to purchase:");

289 System.out.println("Sinet the Quantity of this product you want ");

280 System.out.println("Sinet the ProductName you want to purchase:");

280 System.out.println("Sinet the ProductName you want to purchase:");

280 System.out.println("Sinet the ProductName you want to purchase:");

281 System.out.println("Sinet the ProductName you want to purchase:");

282 System.out.println("Sinet the Quantity of this product you want");

283 System.out.println("Sinet the ProductName you want to purchase:");

284 System.out.println("Sinet the Quantity of this product you want");

285 int preps.nextInt();

286 System.out.println("Enter the price of 1 quantity:");

287 System.out.println("Enter the price of 1 quantity:");

288 System.out.println("Enter the price of 1 quantity:");

290 System.out.println("Enter the price of 1 quantity:");

291 int preps.nextInt();

292 System.out.println("Enter the price of 2 quantity:");

293 System.out.println("Enter the price of 2 quantity:");

294 System.out.println("Enter the price of 2 quantity:");

295 System.out.println("Enter the price of 3 quantity:");

296 System.out.println("Enter the price of 2 quantity:");

297 System.out.println("Enter the price of 3 quantity:");

298 System.out.println("Enter the price of 3 quantity:");

299 System.out.println("Enter the price of 3 quantity:");

290 System.out.println("Enter the price of 4 quantity:");

291 System.out.println("Enter the price of 4 quantity:");

298 System.out.println("Enter the price of 4 quantity:");

299 System.out.println("Enter the price of 4 quantity:");

290 System.out.println("Enter the price of 4 quantity:");

291 System.out.println("Enter the price of 5 quantity:");

292 System.out.println("Enter the price of 6 q
```

```
### System.out.println("The total bill amount is:"+ sum);

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| System.out.println("The total bill amount is:"+ sum);
| System.out.println("The t
```

```
## System.out.println("Your data has been successfully added!! ");

## System.out.println("Tour data has been successfully added!! ");

## System.out.println("-----ENTER THE DETAILS REQUIRED FOR THE UPDATION------");

## System.out.println("Enter the productId corresponding which the details will be updated: ");

## System.out.println("Enter the new productName:");

## System.out.println("Enter the new Quantity:");

## System.out.println("Enter the new Quantity:");

## System.out.println("Enter the new price:");

## Int quasc.nextInt();

## System.out.println("Enter the new price:");

## Int pri=sc.nextInt();

## System.out.println("Enter the new price:");

## Int pri=sc.nextInt();

## System.out.println("Enter the new price:");

## // our SQL SELECT query

## // our SQL SELECT query

## // if you only need a few columns, specify them by name instead of using "*"

## String ql = ("Update productdetails set ProductMame=""nml+", Quantity=""+qn+", Price=""+pri+"' where ProductId=""+id+""),

## // // pst = con.prepareStatement ("insert into book(name,edition,price)values(7,7,?)");

## // insplay();

## // create the java statement

## // execute the query, and get a java resultset

## st.executeUpdate(ql);

## // system.out.println(e);

## /
```

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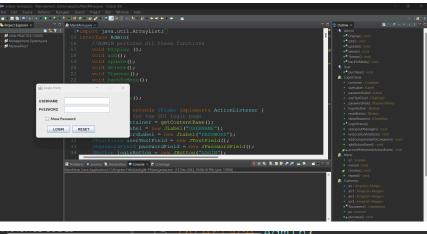
# **Output**

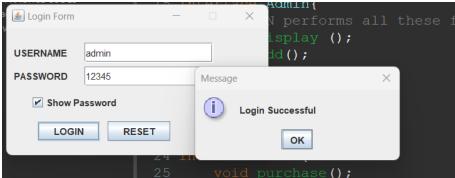
#### **MY SOL TABLES**

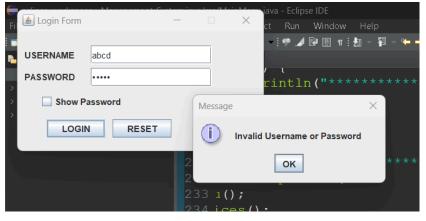
```
mysql> use application;
Database changed
mysql> select*from productdetails;
 Sno
       | ProductId | ProductName | Quantity | Price
     1
               101 | SonyTv
                                          24
                                                20000
     2
               102
                     HpLaptop
                                          20
                                                47000
     3
               103
                   | Iphone
                                               100000
                                          23
                   Samsung
     4
               105
                                          34
                                                40000
     5
               108 | Qledtv
                                         200
                                                25000
5 rows in set (0.00 sec)
mysql>
```

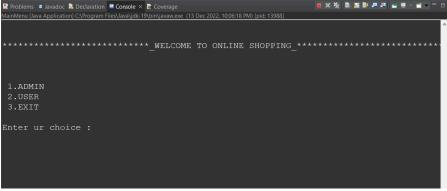
mysql> select*from transaction;					
ProductName	QuantityPurchased	ProdPrice	TotalPrice		
Iphone	4	100000	400000		
SonyTv	6	20000	120000		
HpLaptop	5	47000	235000		
Samsung	8	40000	320000		
iphone	4	100000	400000		
Samsung	7	40000	280000		
HpLaptop	6	47000	282000		
Ipods	4	30000	120000		
Samsung	7	40000	280000		
iphone	6	100000	600000		
Lenovo	4	20000	80000		
Ipods	6	30000	180000		
Sonytv	7	20000	140000		
Ipods	5	30000	150000		
Hplaptop	4	47000	188000		
++					
15 rows in set (0.00 sec)					
nysql>					

# **Code Output**









```
MainMenu [Java Application] C. Corsole × E. Coverage

MainMenu [Java Application] C. Program Files Vava) jdk. 19 bin vavaw.exe (13 Dec 2022, 10:06:18 PM) [pid: 13988]

2. Update
3. Display
4. Transaction Details
5. Delete Items
6. BackToMenu

1
----ENTER THE PRODUCT DETAILS TO BE ADDED----
Enter Sno, productid, productname, quantity, price
6
104
CanonCamera
68
55000
Loading class `com.mysql.jdbc.Driver'. This is deprecated. The new driver class is Displaying data
Your data has been successfully added!!

Enter a valid no.

Do you want to continue ? [0-yes/1-no]
```

```
Enter a valid no.

Do you want to continue ? [0-yes/1-no]

1.ADMIN
2.USER
3.EXIT

Enter ur choice :
```

```
MainMenu [Java Application] CyProgram Files/Javayldk-19(bint)javaw.exe (13 Dec 2022, 10.06:18 PM) [pid: 13988]

3. Display

4. Transaction Details

5. Delete Items

6. BackToMenu

2

-----ENTER THE DETAILS REQUIRED FOR THE UPDATION-----
Enter the productId corresponding which the details will be updated:
105
Enter the new productName:
RedmiSeriesS7
Enter the new Quantity:
89
Enter the new price:
30000
Displaying data
The product has been Updated Successfully
Enter a valid no.

Do you want to continue ? [0-yes/1-no]
```

```
R Problems Davadoc Declaration Console Coverage

MainMenu (Java Application) CNProgram Files/Java\jdk-19\bin\javaweee (13 Dec 2022, 1006:18 PM) [pid: 13988]

3. Display
4. Transaction Details
5. Delete Items
6. BackToMenu

3

Here are product details

Displaying data

Sno. | ProdId| ProdName | Quantity | Price
1 , 101 , SonyTv , 24 , 20000
2 , 102 , HpLaptop , 20 , 47000
3 , 103 , Iphone , 23 , 100000
6 , 104 , CanonCamera , 68 , 55000
4 , 105 , RedmiSeriesS7 , 89 , 30000
5 , 108 , Qledtv , 200 , 25000

Enter a valid no.

Do you want to continue ? [0-yes/1-no]
```

```
Enter ur choice

1.Add

2.Update

3.Display

4.Transaction Details

5.Delete Items

6.BackToMenu

5

Here are product details

Displaying data

Sno.| ProdId| ProdName| Quantity| Price

1 , 101 , SonyTv , 24 , 20000

2 , 102 , HpLaptop , 20 , 47000

3 , 103 , Iphone , 23 , 100000

6 , 104 , CanonCamera , 68 , 55000

4 , 105 , RedmiSeriesS7 , 89 , 30000

5 , 108 , Qledtv , 200 , 25000

Enter the productId from the above table of the product to be deleted :
```

```
Enter the productId from the above table of the product to be deleted:

105
Are you sure you want to delete ?[0-yes and 1-no]
0
Displaying data
Successfully the data has been deleted!!

The table after deleting:

Here are product details

Displaying data
Sno.| ProdId| ProdName| Quantity| Price
1 , 101 , SonyTv , 24 , 20000
2 , 102 , HpLaptop , 20 , 47000
3 , 103 , Iphone , 23 , 100000
6 , 104 , CanonCamera , 68 , 55000
5 , 108 , Qledtv , 200 , 25000

Do you want to continue ? [0-yes/1-no]
```

```
Enter ur choice

1.Display the products
2.Purchase the Product
3.BackToMenu

2
These are the products in our store:

Here are product details

Displaying data
Sno.| ProdId| ProdName| Quantity| Price
1 , 101 , SonyTv , 24 , 20000
2 , 102 , HpLaptop , 20 , 47000
3 , 103 , Iphone , 23 , 100000
6 , 104 , CanonCamera , 68 , 55000
5 , 108 , Qledtv , 200 , 25000

Kindly provide these details:

Enter the ProductName you want to purchase:
```

```
Do you want to purchase more ?[yes-0 and no-1]
0
Displaying data
Kindly provide these details:

Enter the ProductName you want to purchase:
CanonCamera
Enter the Quantity of this product you want
5
Enter the price of 1 quantity:
55000

Do you want to purchase more ?[yes-0 and no-1]
0
Displaying data
Kindly provide these details:

Enter the ProductName you want to purchase:
Iphone
Enter the Quantity of this product you want
1
Enter the price of 1 quantity:
100000

Do you want to purchase more ?[yes-0 and no-1]
1
```

```
■ × ½ B 3 B 3 2 3 3
     {\Bbb R} Problems {\it a} Javadoc {\it b} Declaration {\it a} Console {\it x} {\it b} Coverage
    MainMenu [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (13 Dec 2022, 10:06:18 PM) [pid: 13988]
    Do you want to purchase more ?[yes-0 and no-1]
    Displaying data
    THE BILL FOR CUSTOMER: Amie
    Here is ur bill

        Price
        TotalPrice

        100000
        100000

        55000
        275000

        25000
        100000

            ProdName
       CanonCamera
    The total bill amount is :475000
     -----Thanks for Purchasing, keep purchasing:)-----!!
    ----Thanks for Purchasing, keep purchasing:)----!!
*********Enter a valid integer number(1 or 2 or 3)*********
 1.ADMIN
 2.USER
 3.EXIT
Enter ur choice :
 3.EXIT
1.Display the products
 2.Purchase the Product
 3.BackToMenu
***********Welcome back to the MAINMENU********
 1.ADMIN
 3.EXIT
```

Enter ur choice :

# **CONCLUSION**

This project provided a great opportunity to learn about new concepts like java mysql connectivity and Graphical interface. And also its other applications. Through this project I learnt about more applications of JAVA in real life, and realized how the online systems work from the backend.

This assignment also proved that solving problems by means of this software(eclipse editor) is less time consuming and very interesting, while also representing various types of solutions possible.

# Thank you!