

**\* Assignment No: 11**

**Implement and apply Strategy Design pattern for simple Shopping Cart where three payment strategies are used such as Credit Card, PayPal, Bit Coin. Create an interface for strategy pattern and give concrete implementation for payment.**

**\*/**

=====

```
import java.util.Scanner;
```

```
//===== INTERFACE PaymentProcessor =====//
```

```
interface PaymentProcessor
```

```
{
```

```
    void pay(int amount);//interface method pay
```

```
}
```

```
//===== CLASS CreditCard =====//
```

```
//implementing PaymentProcessor interface
```

```
class CreditCard implements PaymentProcessor {
```

```
    Scanner sc = new Scanner (System.in);//creating object of scanner class
```

```
    String name,ExpDate;//declaration of name,ExpDate
```

```
    double CardNo;//declaration of CardNo
```

```
    //Constructor of CreditCard class
```

```
    CreditCard(){
```

```
        super();//calling parent class constructor
```

```
        System.out.println("-----");
```

```
        System.out.print("\tCard holder Name :: ");//printing on console
```

```
        this.name =sc.next();//taking Card holder Name as input from user
```

```
        System.out.print("\tCard Number :: ");//printing on console
```

```
        this.CardNo =sc.nextDouble();//taking Card Number as input from user
```

```
        System.out.print("\tCard Expire Date :: ");//printing on console
```

```
        this.ExpDate =sc.next();//taking Card Expire Date as input from user
```

```
        System.out.println("-----");
```

```
}
```

```
@Override
```

```
public void pay(int amount) { //method for payment
```

```
    System.out.println("-----");
```

```
    System.out.println("Paying through CreditCard payment: Charging $" + amount);
```

```
    System.out.println("-----");
```

```
}
```

```
}
```

```
//===== CLASS PayPal =====//
```

```
//implementing PaymentProcessor interface
```

```
class PayPal implements PaymentProcessor {
```

```
    //Constructor of PayPal class
```

```
    PayPal(){
```

```
        super();//calling parent class constructor
```

```
        System.out.println("\nChecking Internet Connection.....");
```

```
    }
```

```
    @Override
```

```
    public void pay(int amount) { //method for payment
```

```
        System.out.println("-----");
```

```
        System.out.println("Paying through PayPal payment: Charging $" + amount);
```

```
        System.out.println("-----");
```

```
    }
```

```
}
```

```
//===== CLASS BitCoin =====//
```

```
//implementing PaymentProcessor interface
```

```
class BitCoin implements PaymentProcessor {
```

```
    Scanner sc =new Scanner (System.in);//creating object of scanner class
```

```
    String add;//declaration of add
```

```
    //Constructor of BitCoin class
```

```
    BitCoin(){
```

```
        super();//calling parent class constructor
```

```
        System.out.print("\nEnter Transaction 'Input Address' :: ");//asking user of address
```

```
        add= sc.next();//taking 'INPUT ADDRESS' as input from user
```

```
    }
```

```
    @Override
```

```
    public void pay(int amount) { //method for payment
```

```
        System.out.println("-----");
```

```
        System.out.println("Paying through BitCoin payment: Charging $" + amount);
```

```
        System.out.println("-----");
```

```
    }
```

```
}
```

```
//===== CLASS Order =====//
```

```
class Order {
```

```
    private final PaymentProcessor paymentProcessor;//declaration of paymentProcessor object  
    private final int amount;//declaration of amount
```

```
    //Order Method
```

```
    public Order(int amount, PaymentProcessor paymentProcessor) {  
        this.amount = amount;//storing value  
        this.paymentProcessor = paymentProcessor;//storing value  
    }
```

```
    //process Method
```

```
    public void process() {  
        paymentProcessor.pay(amount);//calling pay method  
    }
```

```
}
```

```
//===== CLASS Main =====//
```

```
public class MauliDemoShopping11 {
```

```
    //calling static void main method
```

```
    public static void main(String[] args) {
```

```
        int c,amt=0;//declaration of c, amt
```

```
        Order order;//reference of order assign to order obj
```

```
        Scanner sc = new Scanner(System.in);//creating object of scanner class
```

```
        while(true) { //while loop for menu driven
```

```
            System.out.println();
```

```
            //menu bar
```

```
            System.out.println("**** SHOPING CART ****");
```

```
            System.out.print("1.Credit Card \n2.PayPal \n3.BitCoin \n4.Exit");
```

```
            System.out.print("\n\nEnter the Choice ::");
```

```
            c=sc.nextInt();//taking input from user
```

```
            System.out.println("-----");
```

```
            if(c==1 | c==2 | c==3) { //check whether 0<c<4
```

```
                System.out.print("\nEnter amount to be Transfer :: ");
```

```
                amt = sc.nextInt();//taking amt as input from user
```

```
                System.out.println("-----");
```

```
            }
```



-----  
Card holder Name :: mauli  
Card Number :: 6505  
Card Expire Date :: 25/10/2027  
-----  
-----

Paying through CreditCard payment: Charging \$1000  
-----

\*\*\*\* SHOPING CART \*\*\*\*

- 1.Credit Card
- 2.PayPal
- 3.BitCoin
- 4.Exit

Enter the Choice ::2  
-----

Enter amount tobe Tranfer :: 2000  
-----

Checking Internet Connection.....  
-----

Paying through PayPal payment: Charging \$2000  
-----

\*\*\*\* SHOPING CART \*\*\*\*

- 1.Credit Card
- 2.PayPal
- 3.BitCoin
- 4.Exit

Enter the Choice ::3  
-----

Enter amount tobe Tranfer :: 3000  
-----

Enter Transaction 'Input Address' :: bondare123upi  
-----

Paying through BitCoin payment: Charging \$3000  
-----

\*\*\*\* SHOPING CART \*\*\*\*

- 1.Credit Card
- 2.PayPal
- 3.BitCoin
- 4.Exit

Enter the Choice ::4

-----

Thank you For Shopping !!!!

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