

OOP1 Task 1

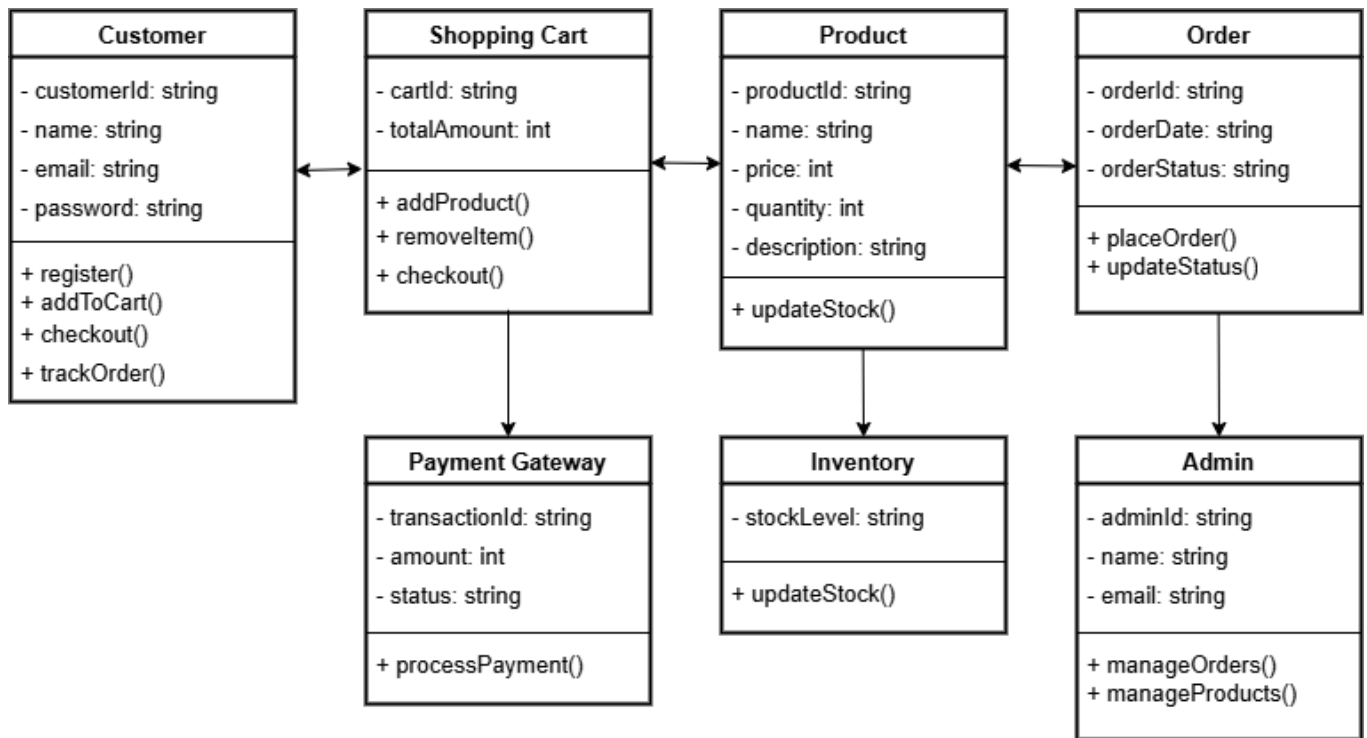


Fig 1: UML Class Diagram for a simple E-commerce System

OOP1 Task 2

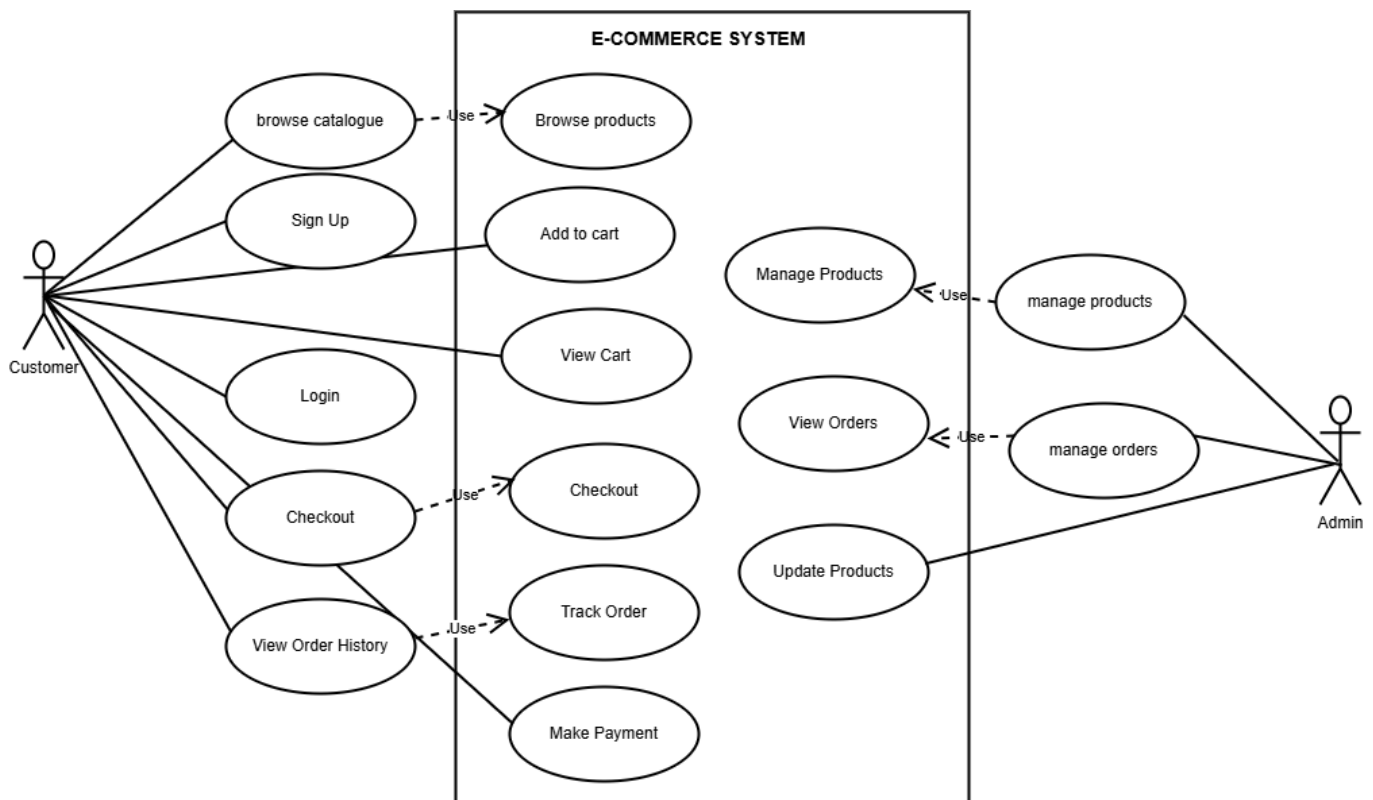
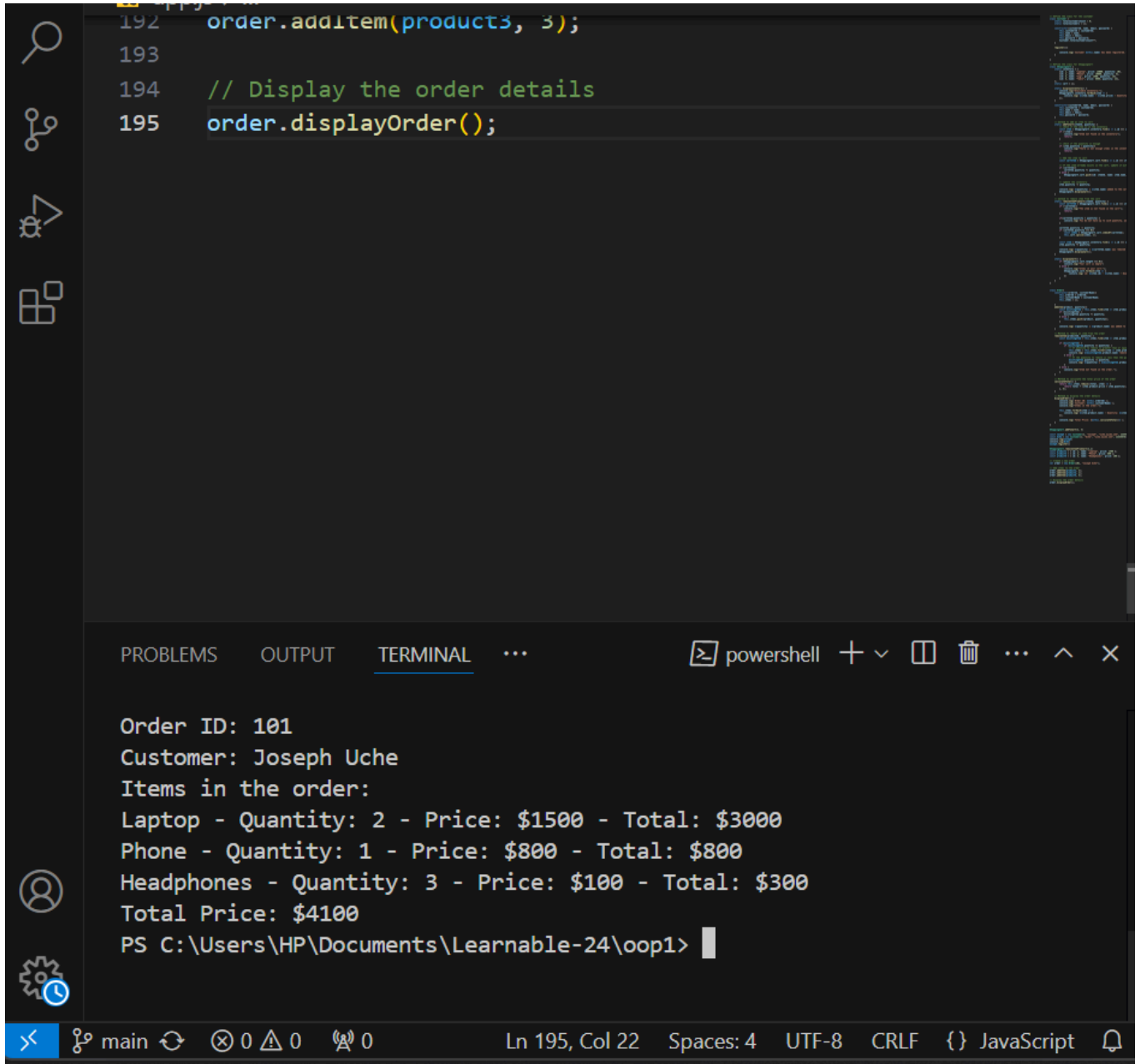


Fig2: UML Use case diagram for a simple E-commerce system



The screenshot shows a code editor with a dark theme. The main editor area displays JavaScript code with line numbers 192 through 195. The code defines a function to add items to an order and then displays the order details. To the right, a preview of the output is visible. Below the code editor, a terminal window is open, showing the execution of the code. The terminal output displays the order details, including the order ID, customer name, items in the order with their quantities and prices, and the total price. The terminal prompt indicates the current directory is C:\Users\HP\Documents\Learnable-24\oop1.

```
192 order.addItem(products, 3);
193
194 // Display the order details
195 order.displayOrder();
```

PROBLEMS OUTPUT TERMINAL ... powershell + - □ □ ... ^ X

Order ID: 101
Customer: Joseph Uche
Items in the order:
Laptop - Quantity: 2 - Price: \$1500 - Total: \$3000
Phone - Quantity: 1 - Price: \$800 - Total: \$800
Headphones - Quantity: 3 - Price: \$100 - Total: \$300
Total Price: \$4100
PS C:\Users\HP\Documents\Learnable-24\oop1>

< main ↺ 0 0 0 Ln 195, Col 22 Spaces: 4 UTF-8 CRLF {} JavaScript

Fig3: Screenshot of the results