

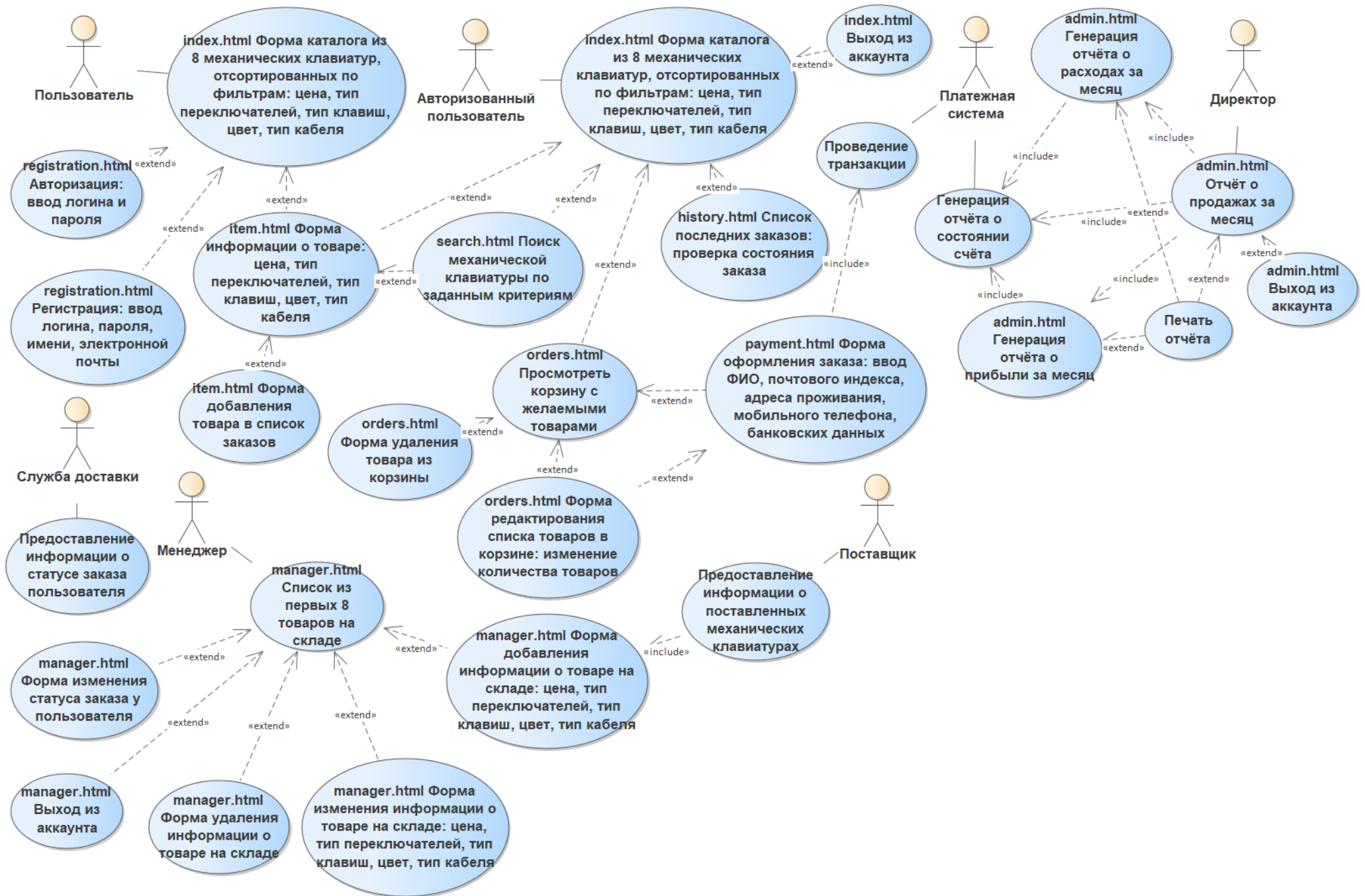
Белорусский государственный университет
информатики и радиоэлектроники
Кафедра ПОИТ

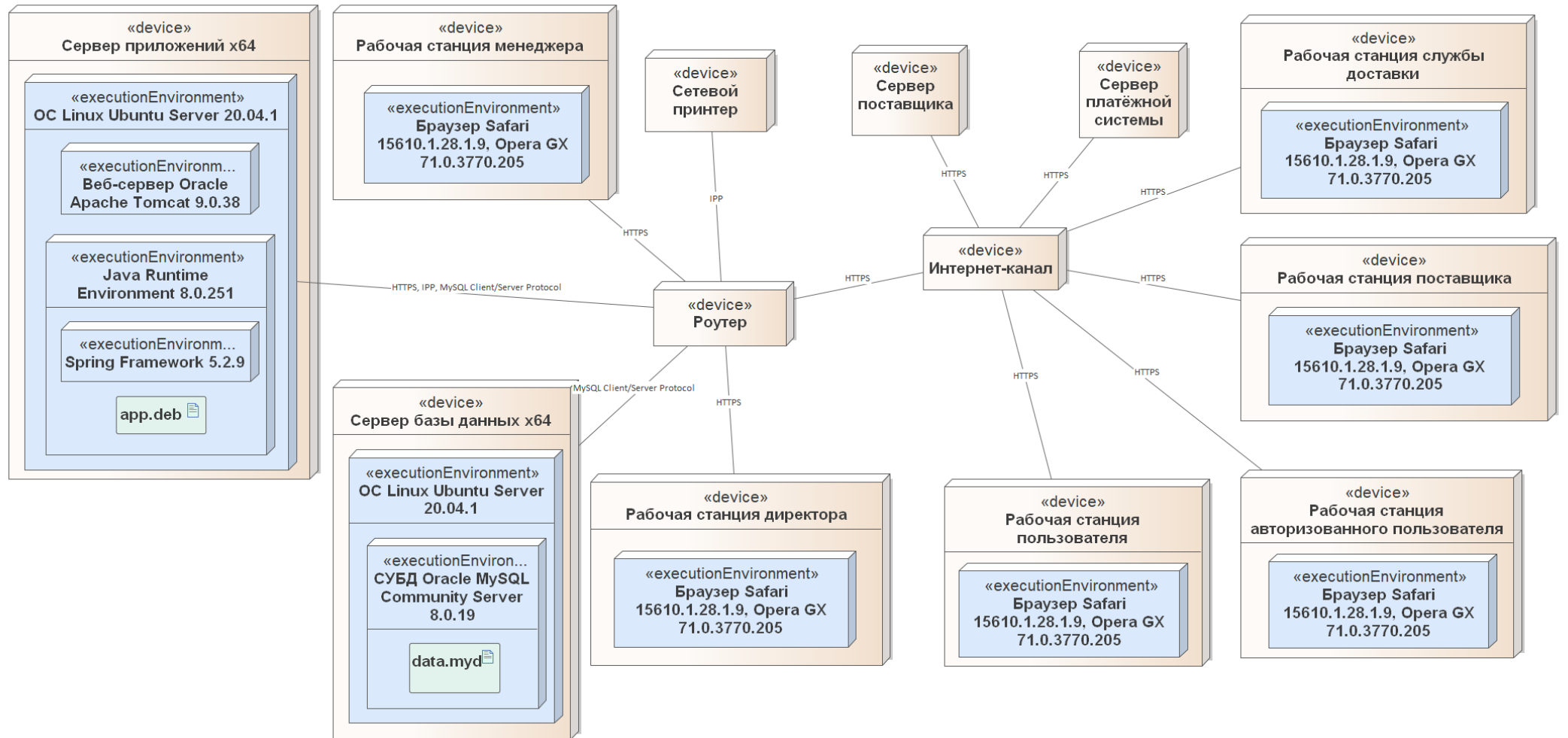
Отчет по лабораторным работам
по дисциплине
«Объектно-ориентированные технологии программирования и стандарты
проектирования»

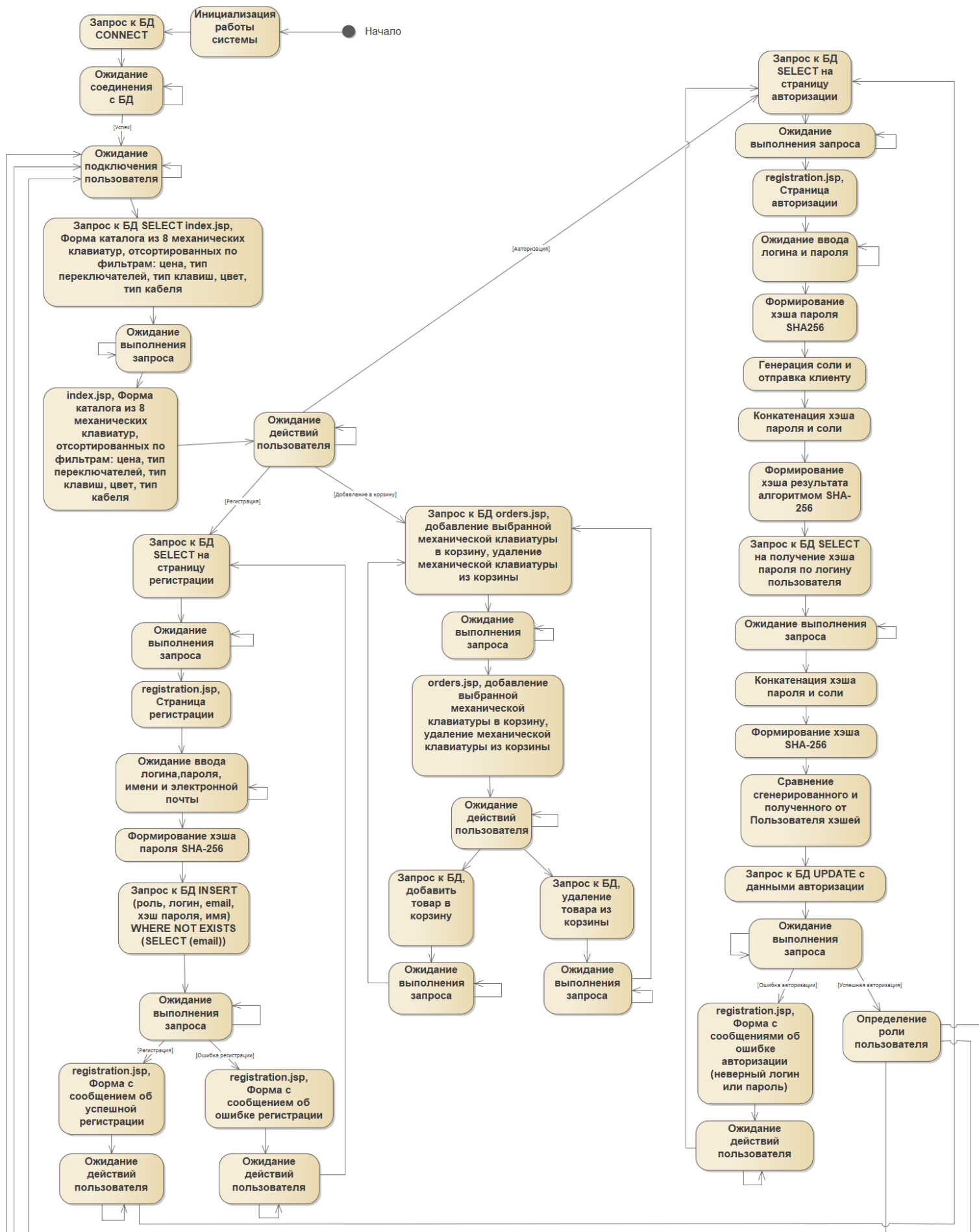
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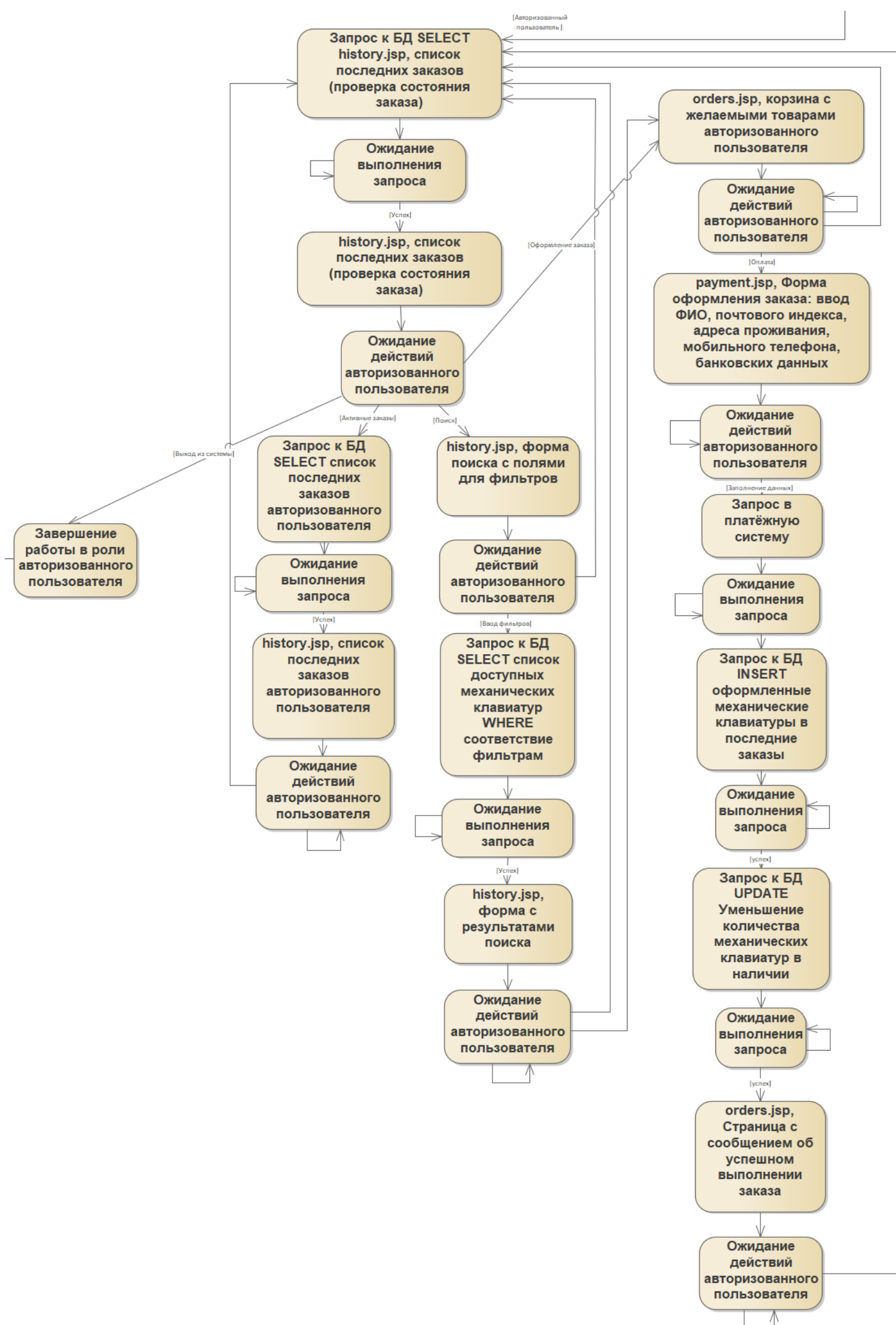
Проверил:
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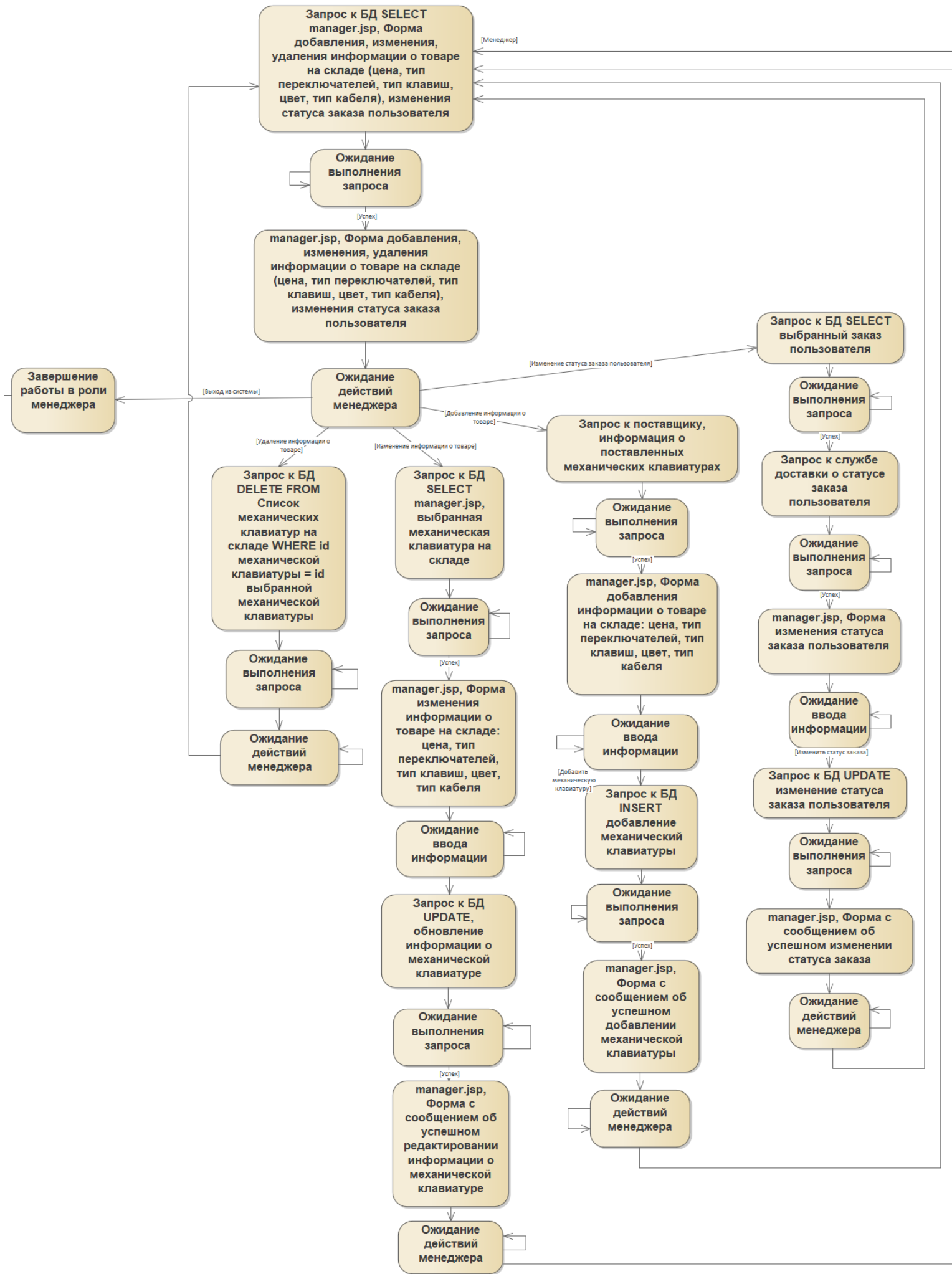
Минск, 2020

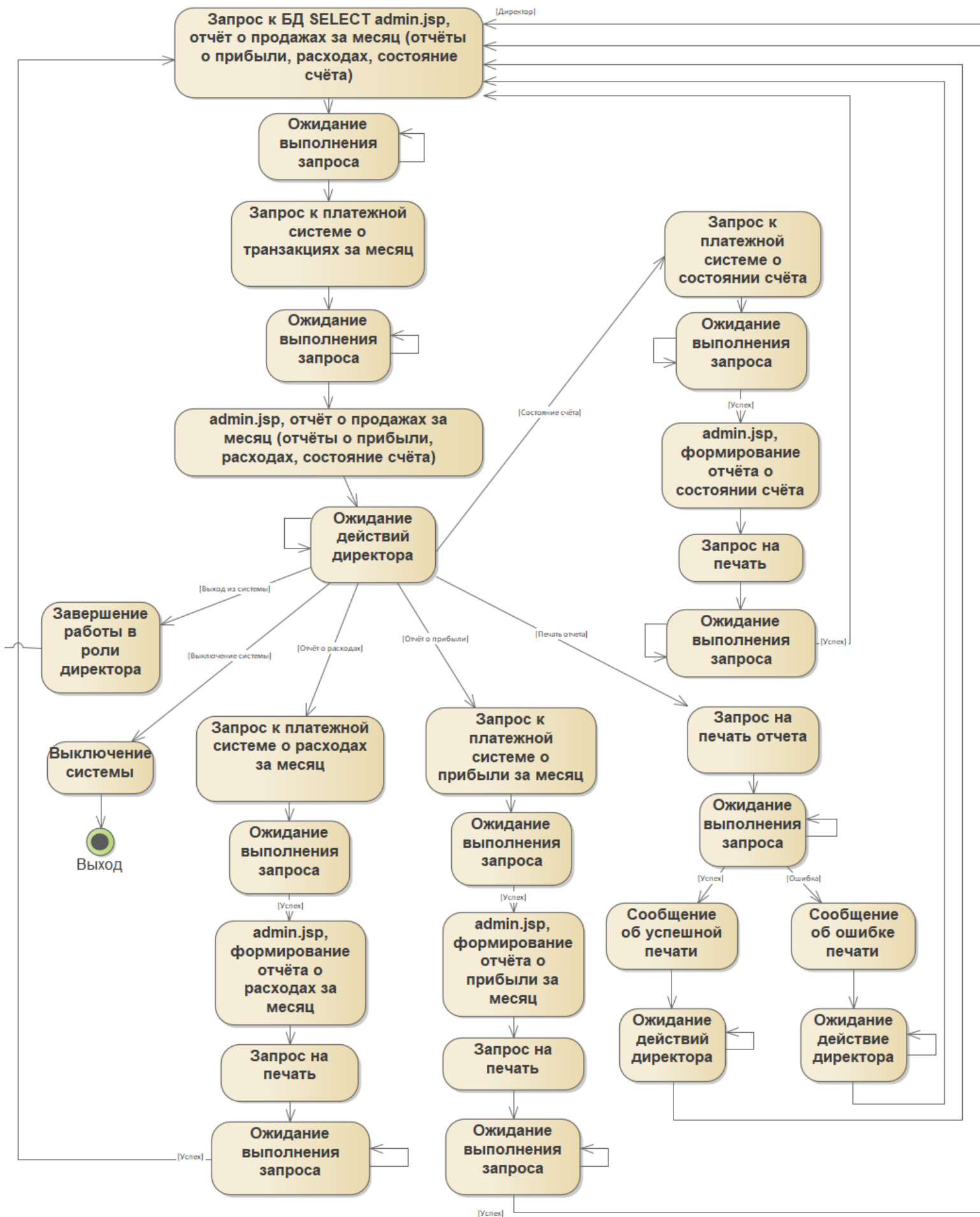


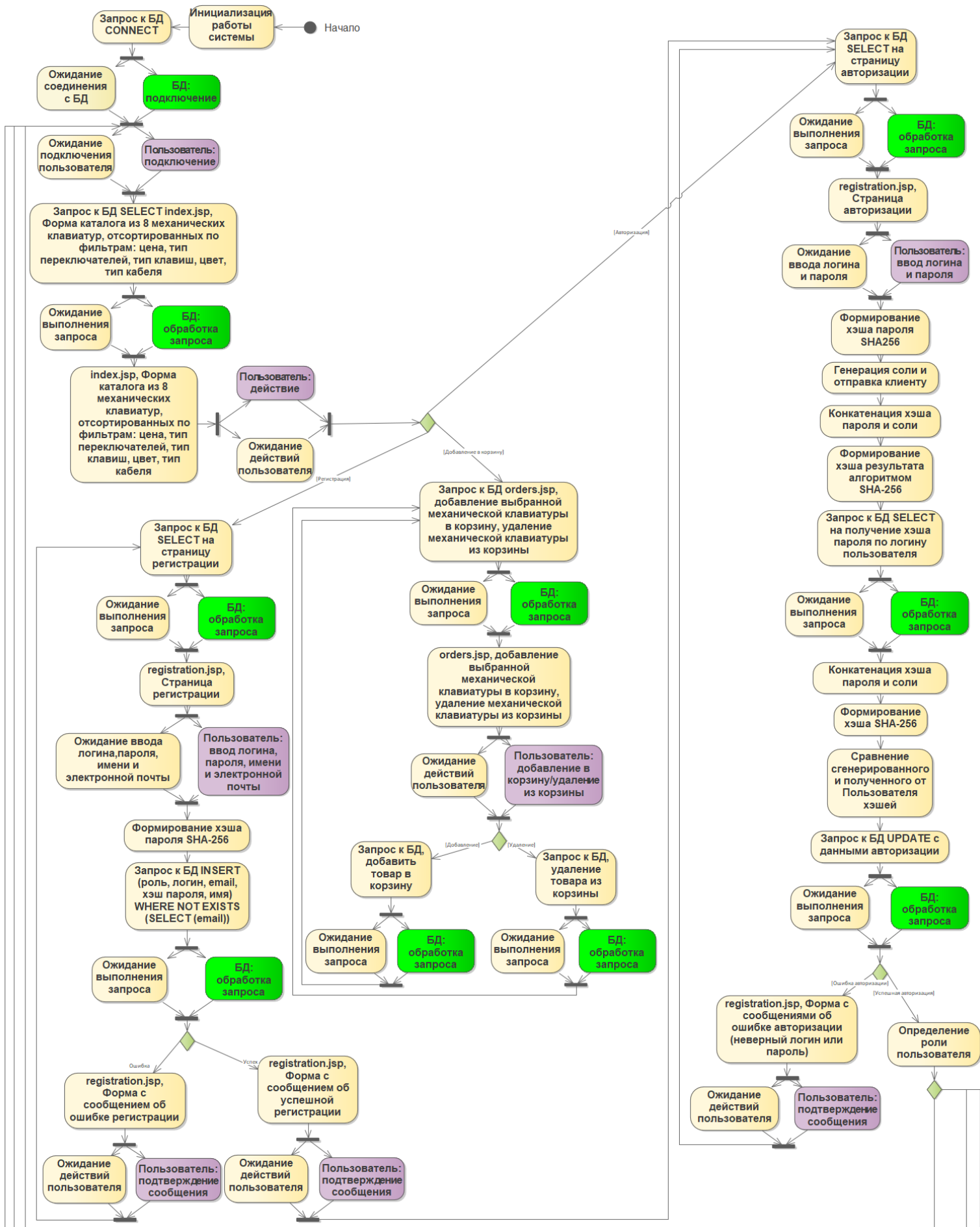


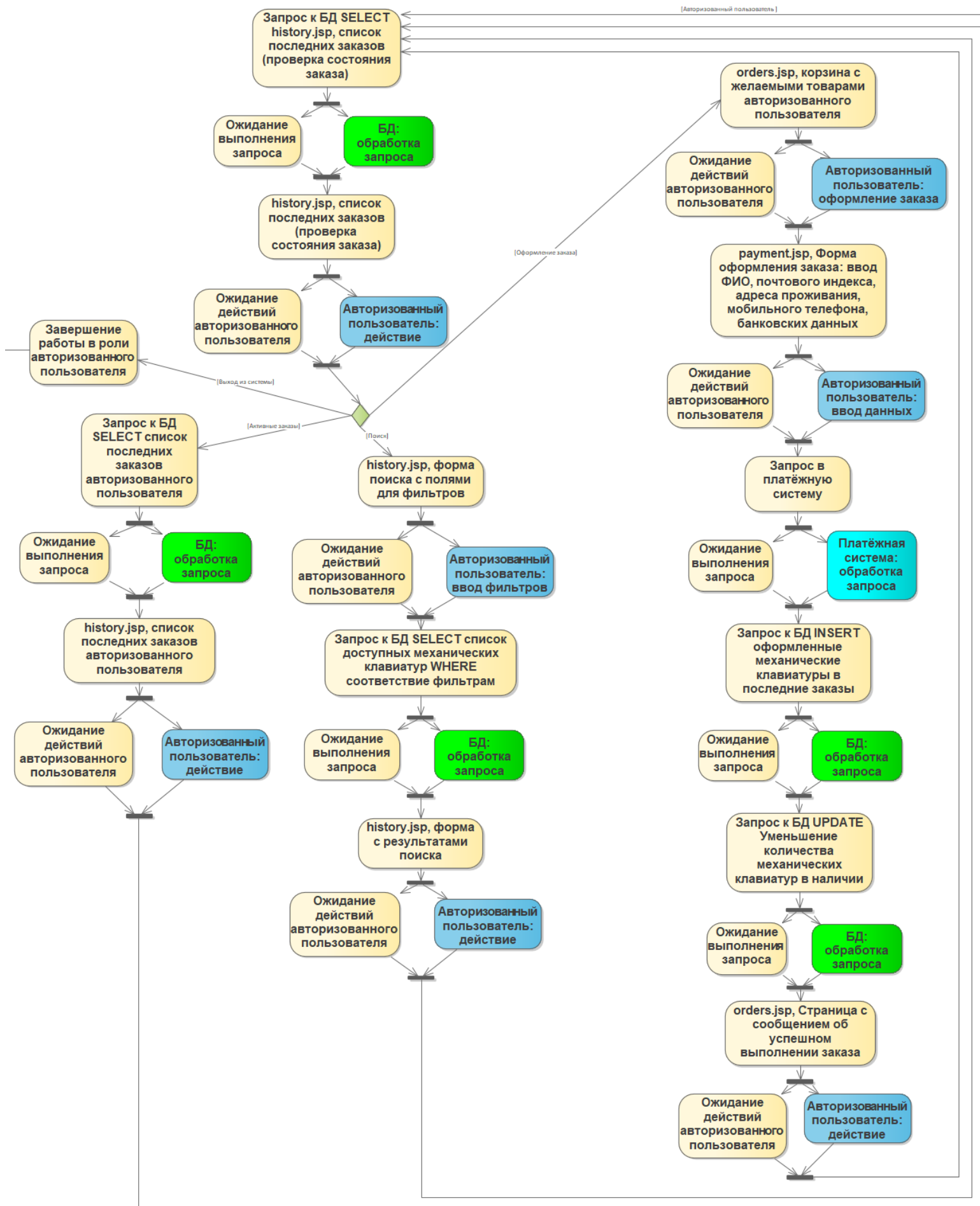


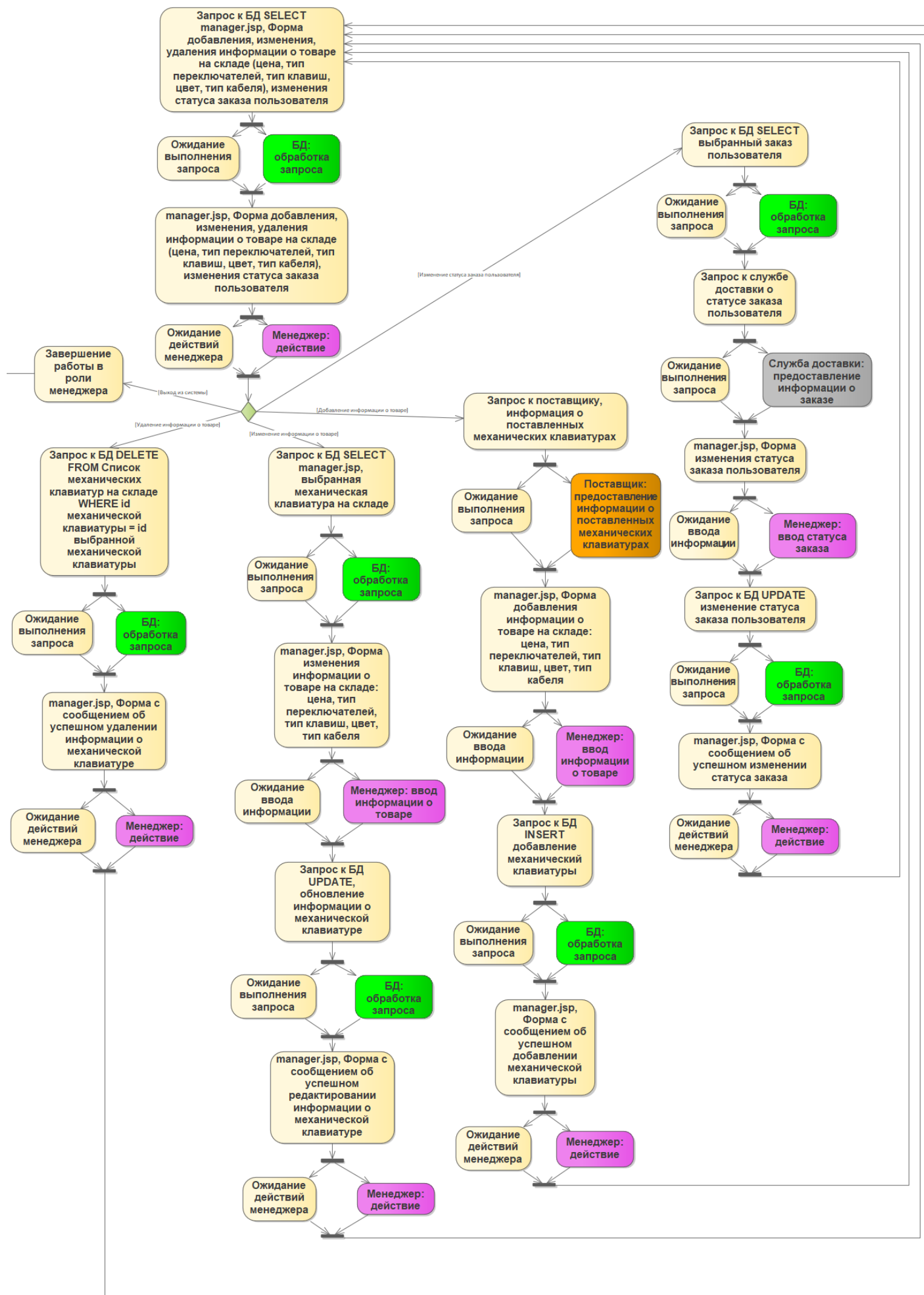


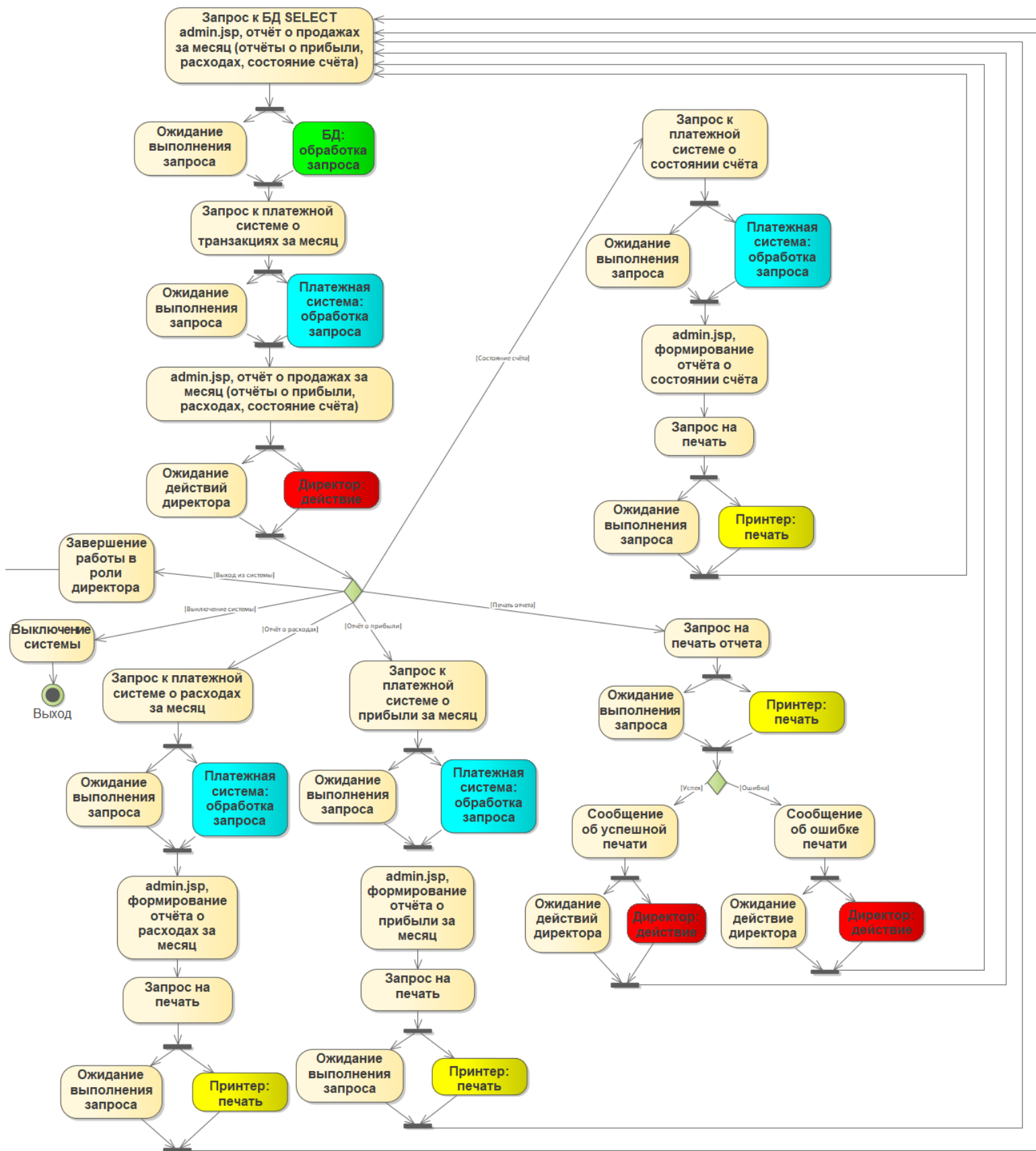


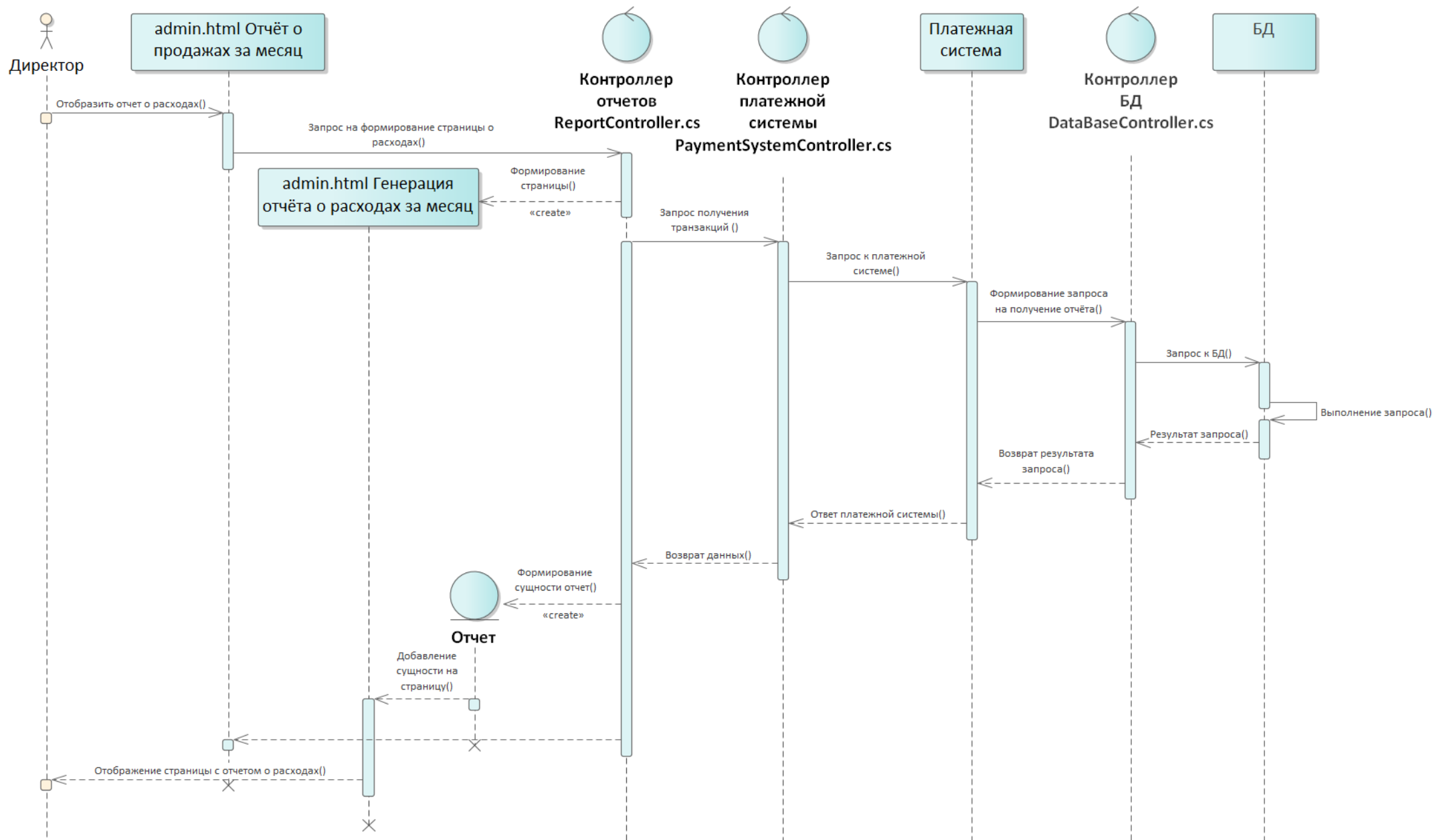


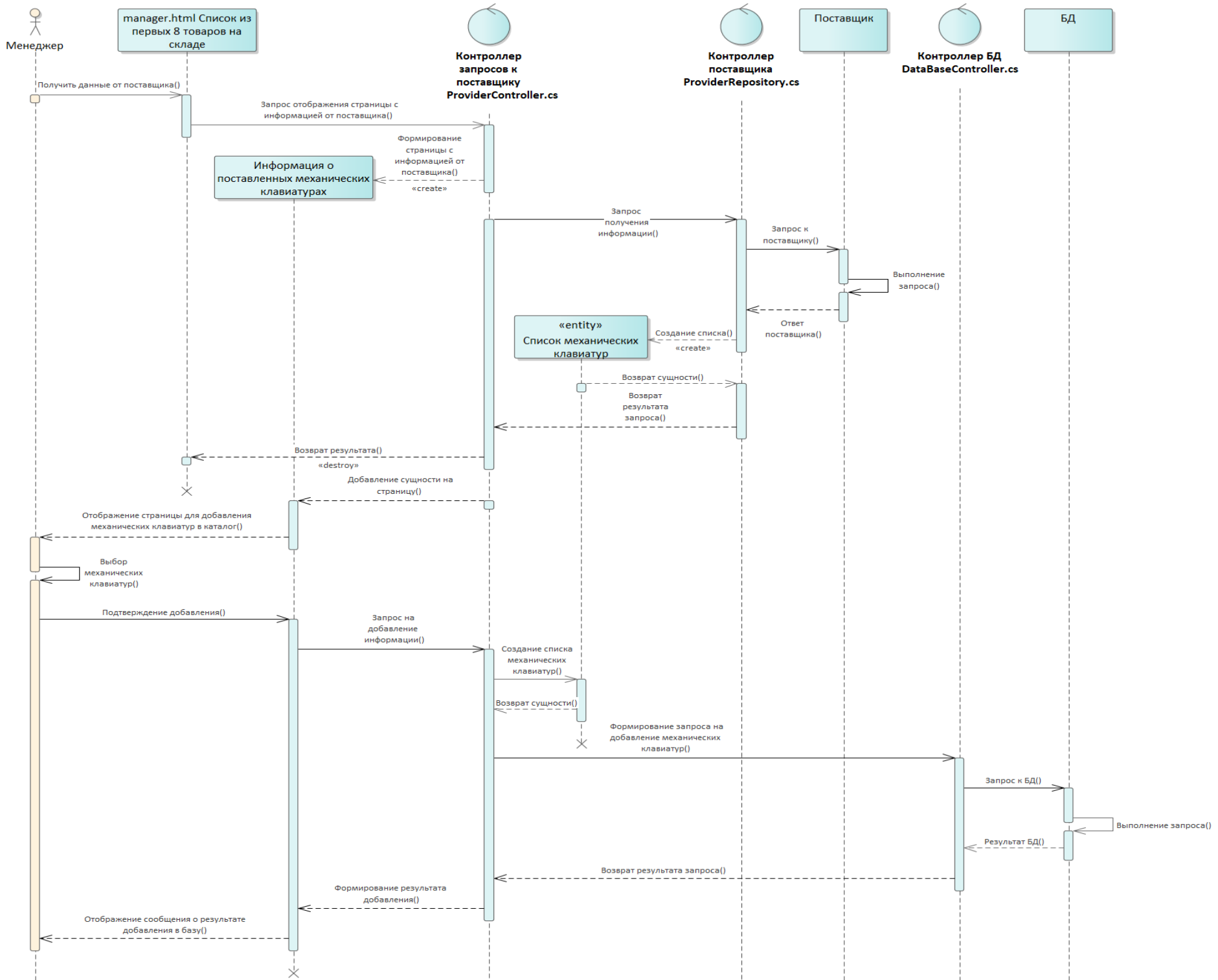


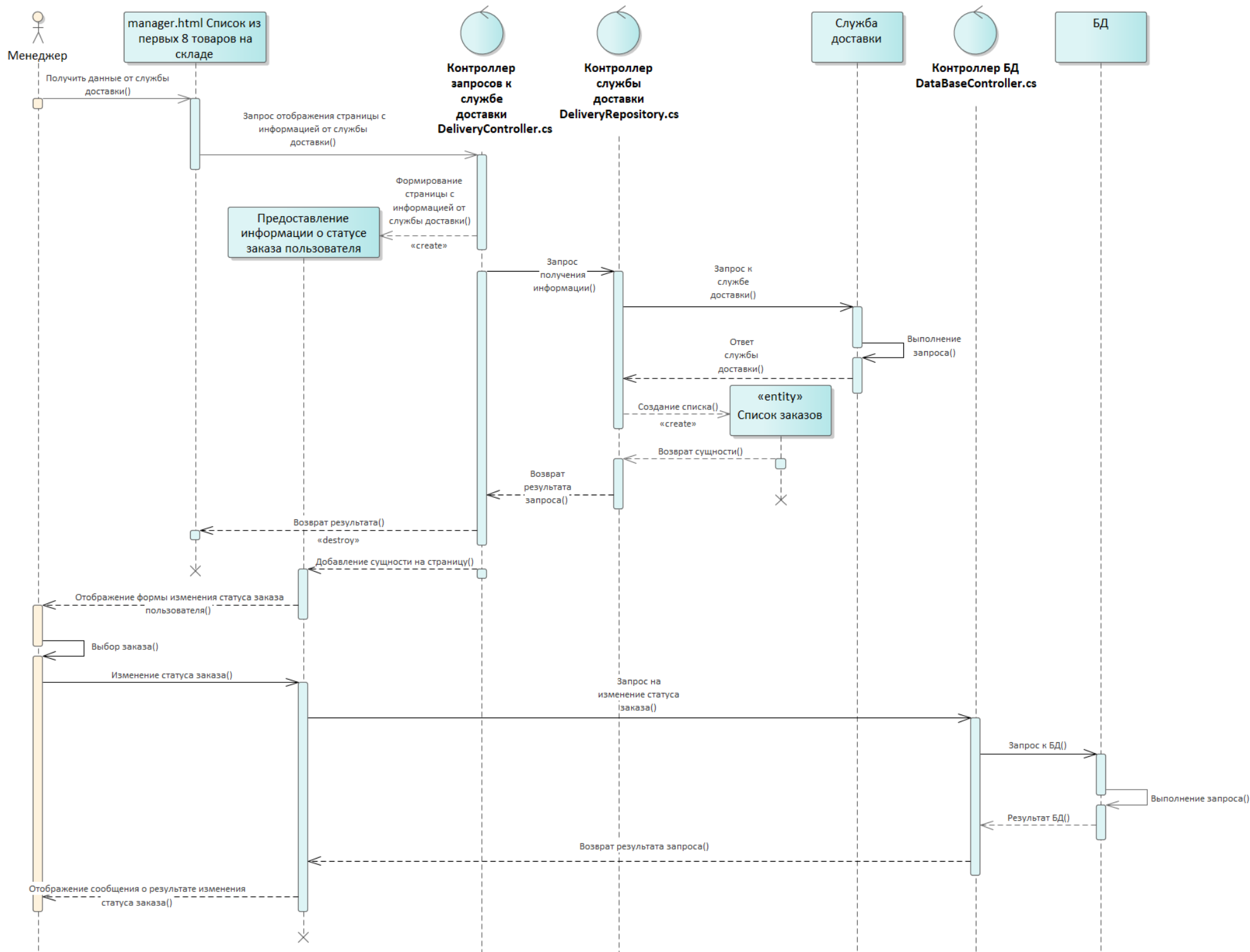




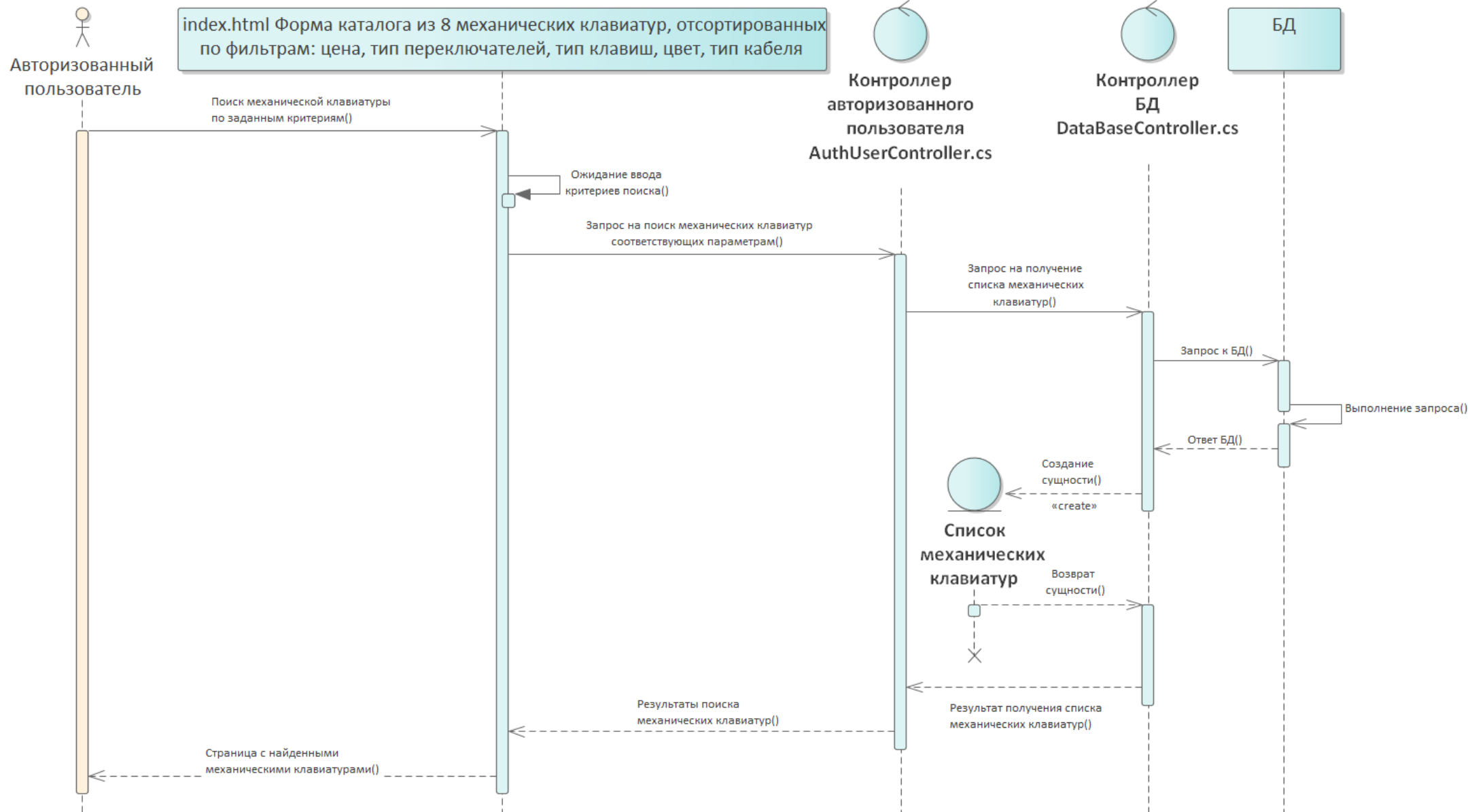


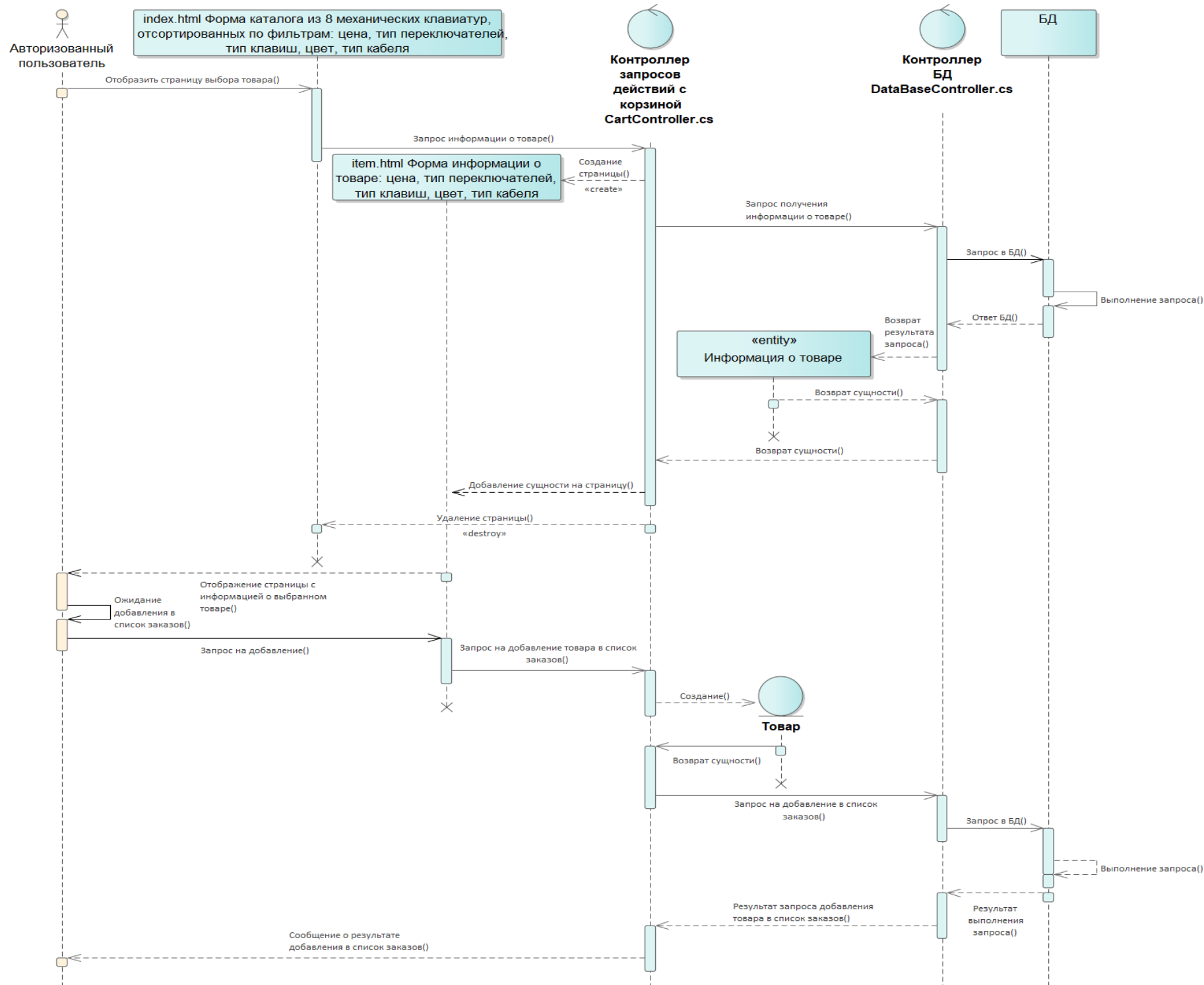


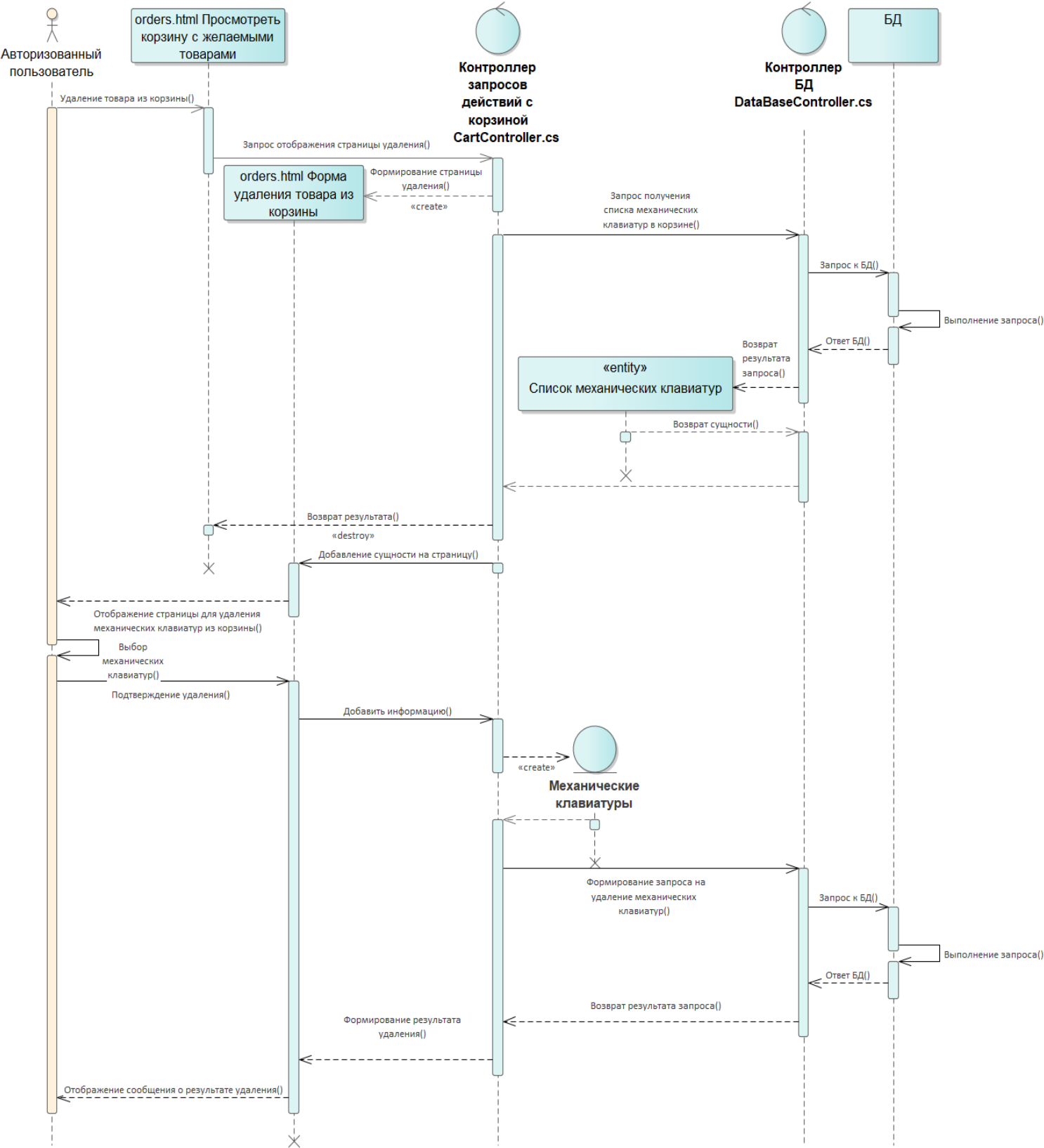


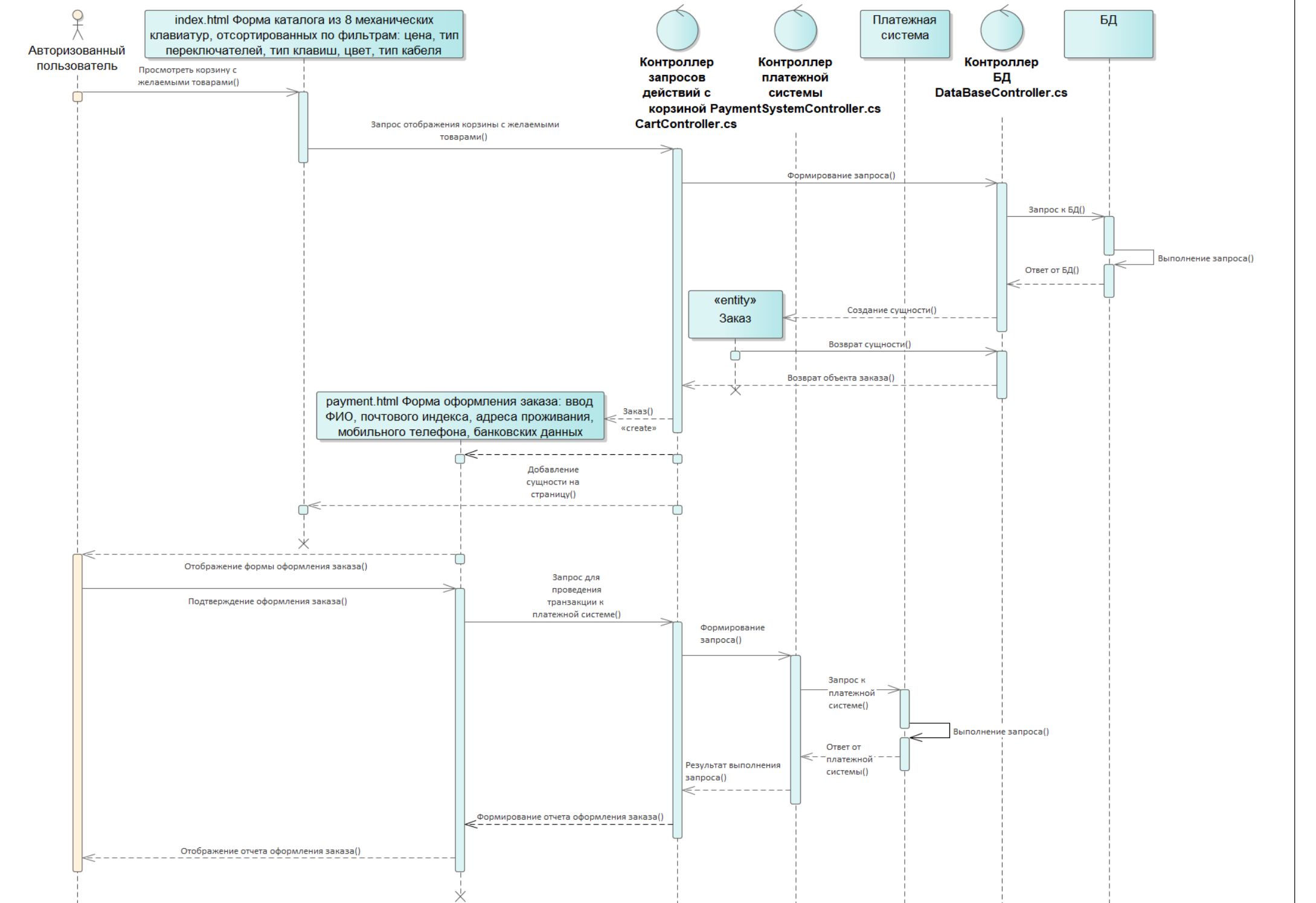


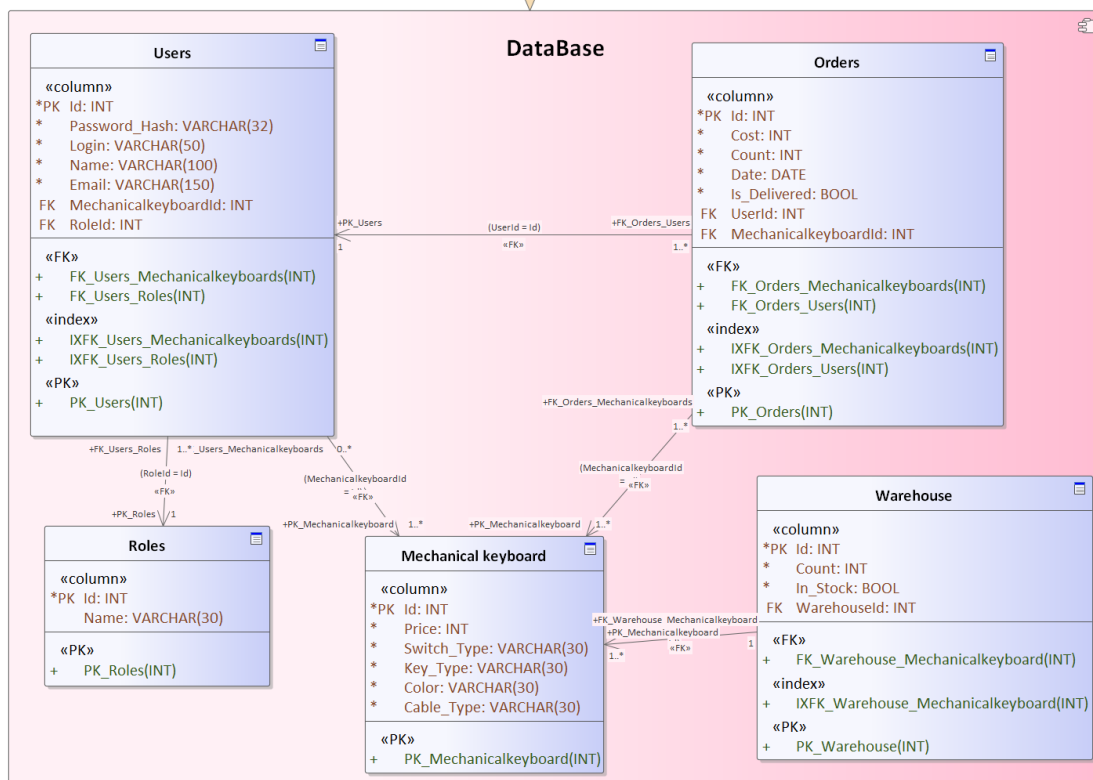
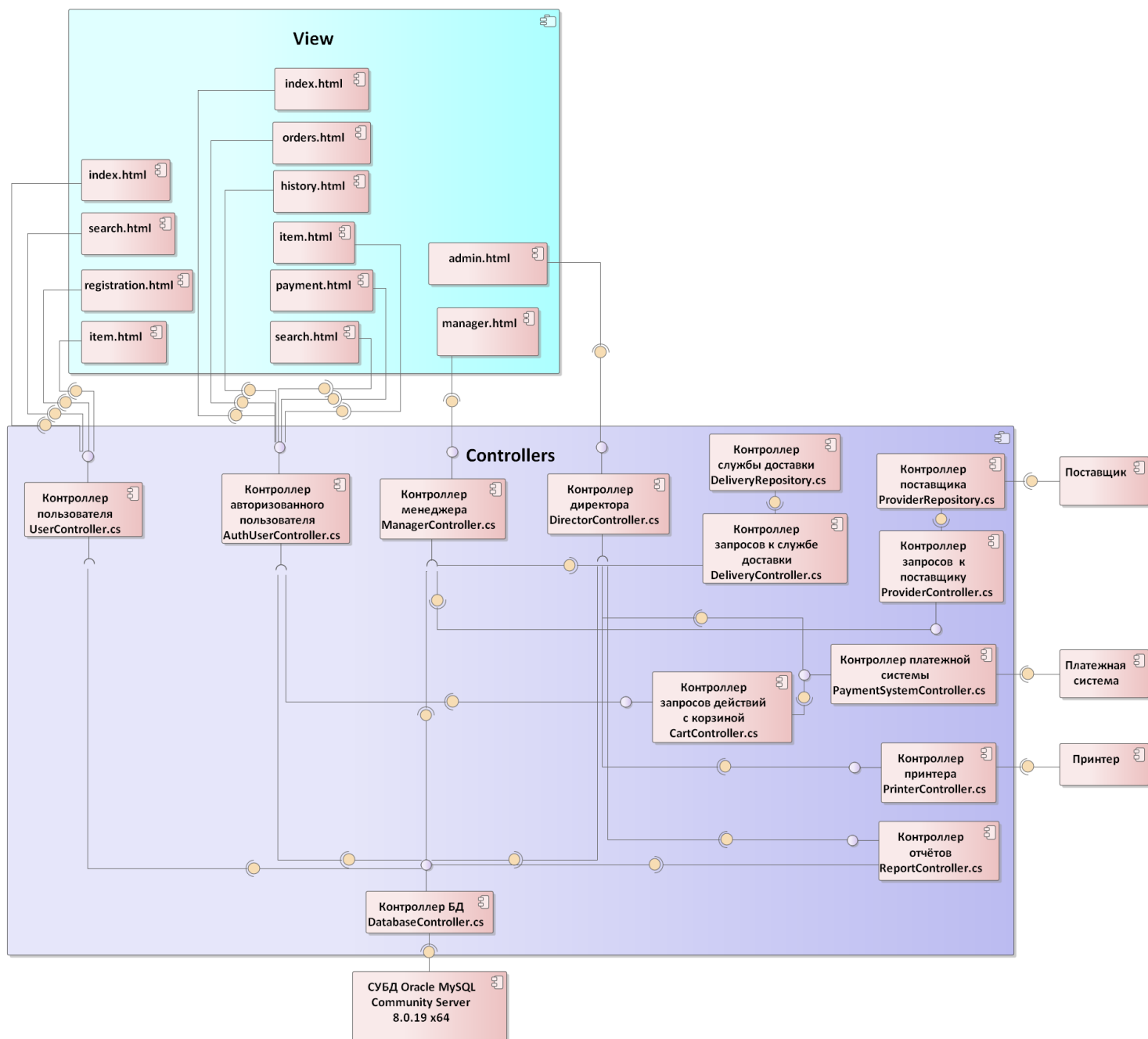
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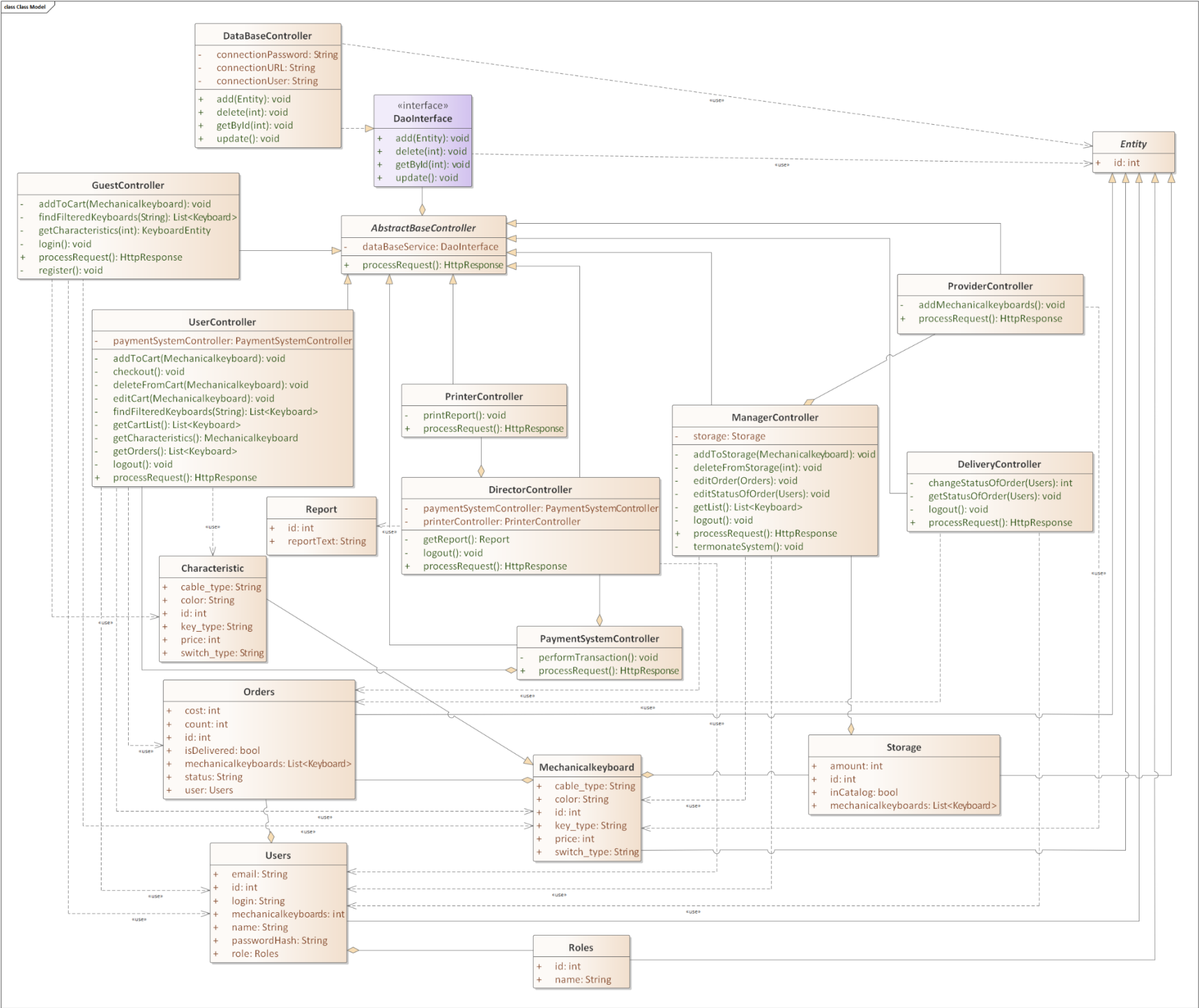












Users.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
public class Users : Entity {

    public String email;
    public int id;
    public String login;
    public int mechanicalkeyboards;
    public String name;
    public String passwordHash;
    public Roles role;
    public Roles m_Roles;
    public Orders m_Orders;

    public Users(){

    }

    ~Users(){

    }

}

} //end Users
```

UserController.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class UserController : ControllerBase {

    private PaymentSystemController paymentSystemController;

    public UserController(){

    }

    ~UserController(){

    }

    ///
    /// <param name="keyboard"></param>
    private void addToCart(Mechanicalkeyboard keyboard){

    }

    private void checkout(){

    }

    ///
    /// <param name="keyboard"></param>
    private void deleteFromCart(Mechanicalkeyboard keyboard){

    }

    ///
    /// <param name="keyboard"></param>
    private void editCart(Mechanicalkeyboard keyboard){

    }

}
```

```

///
/// <param name="filter"></param>
private List<Keyboard> findFilteredKeyboards(String filter){

    return null;
}

private List<Keyboard> getCartList(){

    return null;
}

private Mechanicalkeyboard getCharacteristics(){

    return null;
}

private List<Keyboard> getOrders(){

    return null;
}

private void logout(){

}

public override HttpResponseMessage processRequest(){

    return null;
}

```

}//end UserController

Storage.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

```

```

public class Storage : Entity {

    public int amount;
    public int id;
    public bool inCatalog;
    public List<Keyboard> mechanicalkeyboards;
    public ManagerController m_ManagerController;

    public Storage(){

    }

    ~Storage(){

    }
}

```

}//end Storage

Roles.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

```

```
public class Roles : Entity {

    public int id;
    public String name;

    public Roles(){

    }

    ~Roles(){

    }

}

} //end Roles
```

Report.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class Report {

    public int id;
    public String reportText;

    public Report(){

    }

    ~Report(){

    }

}

} //end Report
```

ProviderController.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class ProviderController : ControllerBase {

    public ProviderController(){

    }

    ~ProviderController(){

    }

    private void addMechanicalkeyboards(){

    }

    public override HttpResponseMessage processRequest(){

        return null;

    }

}

} //end ProviderController
```

PrinterController.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class PrinterController : ControllerBase {

    public PrinterController(){

    }

    ~PrinterController(){

    }

    private void printReport(){

    }

    public override HttpResponseMessage processRequest(){

        return null;

    }

}
}

```

PaymentSystemController

PaymentSystemController.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class PaymentSystemController : ControllerBase {

    public UserController m_UserController;
    public DirectorController m_DirectorController;

    public PaymentSystemController(){

    }

    ~PaymentSystemController(){

    }

    private void performTransaction(){

    }

    public HttpResponseMessage processRequest(){

        return null;

    }

}
}

```

PaymentSystemController

Orders.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

```

```

public class Orders : Entity {

    public int cost;
    public int count;
    public int id;
    public bool isDelivered;
    public List<Keyboard> mechanicalkeyboards;
    public String status;
    public Users user;

    public Orders(){

    }

    ~Orders(){

    }

}

} //end Orders

```

Mechanicalkeyboard.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

```

```

public class Mechanicalkeyboard : Entity {

    public String cable_type;
    public String color;
    public int id;
    public String key_type;
    public int price;
    public String switch_type;
    public Orders m_Orders;
    public Storage m_Storage;

    public Mechanicalkeyboard(){

    }

    ~Mechanicalkeyboard(){

    }

    /* Begin - EA generated code for Parts and Ports */

    public string Port1 ;

    /* End - EA generated code for Parts and Ports */

}

} //end Mechanicalkeyboard

```

ManagerController.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

```

```

public class ManagerController : ControllerBase {

    public class PaymentController {

```

```

        public PaymentController(){

        }

        ~PaymentController(){

        }

        public void GetPaymentReport(){

        }

} //end PaymentController

private Storage storage;
public ProducerController m_ProducerController;
public ProviderController m_ProviderController;

public ManagerController(){

}

~ManagerController(){

}

///
/// <param name="keyboard"></param>
private void addToStorage(Mechanicalkeyboard keyboard){

}

///
/// <param name="id"></param>
private void deleteFromStorage(int id){

}

///
/// <param name="order"></param>
private void editOrder(Orders order){

}

///
/// <param name="user"></param>
private void editStatusOfOrder(Users user){

}

private List<Keyboard> getList(){

    return null;

}

private void logout(){

}

public HttpResponseMessage processRequest(){

    return null;

}

private void terminateSystem(){

}

} //end ManagerController

```


GuestController.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class GuestController : ControllerBase {

    public GuestController(){

    }

    ~GuestController(){

    }

    ///
    /// <param name="keyboard"></param>
    private void addToCart(Mechanicalkeyboard keyboard){

    }

    ///
    /// <param name="filter"></param>
    private List<Keyboard> findFilteredKeyboards(String filter){

        return null;

    }

    ///
    /// <param name="id"></param>
    private KeyboardEntity getCharacteristics(int id){

        return null;

    }

    private void login(){

    }

    public override HttpResponseMessage processRequest(){

        return null;

    }

    private void register(){

    }

} //end GuestController
```

Entity.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public abstract class Entity {

    public int id;

    public Entity(){

    }

}
```

```
~Entity(){
```

```
}
```

```
}//end Entity
```

```
DirectorController.cs
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class DirectorController : ControllerBase {  
  
    private PaymentSystemController paymentSystemController;  
    private PrinterController printerController;  
    public PrinterController m_PrinterController;  
  
    public DirectorController(){  
  
    }  
  
    ~DirectorController(){  
  
    }  
  
    private Report getReport(){  
  
        return null;  
    }  
  
    private void logout(){  
  
    }  
  
    public override HttpResponseMessage processRequest(){  
  
        return null;  
    }  
  
} //end DirectorController
```

```
DeliveryController.cs
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class DeliveryController : ControllerBase {  
  
    public DeliveryController(){  
  
    }  
  
    ~DeliveryController(){  
  
    }  
  
    ///   
    /// <param name="user"></param>  
    private int changeStatusOfOrder(Users user){  
  
        return 0;
```

```

    }

    ///
    /// <param name="user"></param>
    private void getStatusOfOrder(Users user){

    }

    private void logout(){

    }

    public override HttpResponseMessage processRequest(){

        return null;

    }

}

} //end DeliveryController

```

DataBaseController.cs

```

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class DataBaseController : DaoInterface {

    private String connectionPassword;
    private String connectionURL;
    private String connectionUser;

    public DataBaseController(){

    }

    ~DataBaseController(){

    }

    ///
    /// <param name="entity"></param>
    public void add(Entity entity){

    }

    ///
    /// <param name="id"></param>
    public void delete(int id){

    }

    ///
    /// <param name="id"></param>
    public void getById(int id){

    }

    public void update(){

    }

}

} //end DataBaseController

```

DaoInterface.cs

```

using System;
using System.Collections.Generic;

```

```
using System.Text;
using System.IO;
```

```
public interface DaoInterface {

    ///
    /// <param name="entity"></param>
    void add(Entity entity);

    ///
    /// <param name="id"></param>
    void delete(int id);

    ///
    /// <param name="id"></param>
    void getById(int id);

    void update();
} //end DaoInterface
```

Characteristic.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class Characteristic : Mechanicalkeyboard {

    public String cable_type;
    public String color;
    public int id;
    public String key_type;
    public int price;
    public String switch_type;

    public Characteristic(){

    }

    ~Characteristic(){

    }

} //end Characteristic
```

AbstractBaseController.cs

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public abstract class AbstractBaseController {

    private DaoInterface dataBaseService;
    public DaoInterface m_DaoInterface;

    public AbstractBaseController(){

    }

    ~AbstractBaseController(){
```

```
}  
  
public HttpResponseMessage processRequest(){  
  
    return null;  
}
```

```
//end ControllerBase
```