



## **Coding Challenge - Order Management System**

## **Instructions**

- Project submissions should be done through the partcipants' Github repository, and the link should be shared with trainers and Hexavarsity.
- Each section builds upon the previous one, and by the end, you will have a comprehensive Order
   Management System implemented with a strong focus on SQL, control flow statements, loops, arrays, collections, exception handling, database interaction.
- Follow **object-oriented principles** throughout the project. Use classes and objects to model real-world entities, **encapsulate data and behavior**, and **ensure code reusability**.
- Throw user defined exceptions from corresponding methods and handled.
- The following **Directory structure** is to be followed in the application.
  - entity/model
    - Create entity classes in this package. All entity class should not have any business logic.
  - dao
    - Create Service Provider interface to showcase functionalities.
    - Create the implementation class for the above interface with db interaction.
  - exception
    - Create user defined exceptions in this package and handle exceptions whenever needed.
  - util
- Create a DBPropertyUtil class with a static function which takes property file name as parameter and returns connection string.
- Create a DBConnUtil class which holds static method which takes connection string as parameter file and returns connection object(Use method defined in DBPropertyUtil class to get the connection String).
- main
  - Create a class MainModule and demonstrate the functionalities in a menu driven application.

## **Problem Statement:**

Create SQL Schema from the product and user class, use the class attributes for table column names.

- 1. Create a base class called **Product** with the following attributes:
  - productId (int)
  - productName (String)
  - **description** (String)
  - price (double)
  - quantityInStock (int)
  - type (String) [Electronics/Clothing]
- 2. Implement constructors, getters, and setters for the **Product** class.
- 3. Create a subclass **Electronics** that inherits from **Product**. Add attributes specific to electronics products, such as:





- brand (String)
- warrantyPeriod (int)
- 4. Create a subclass **Clothing** that also inherits from **Product**. Add attributes specific to clothing products, such as:
  - **size** (String)
  - color (String)
- 5. Create a **User** class with attributes:
  - userId (int)
  - username (String)
  - password (String)
  - role (String) // "Admin" or "User"
- 6. Define an interface/abstract class named IOrderManagementRepository with methods for:
  - **createOrder(User user, list of products):** check the user as already present in database to create order or create user (store in database) and create order.
  - cancelOrder(int userId, int orderId): check the userid and orderId already present in database and cancel the order. if any userId or orderId not present in database throw exception corresponding UserNotFound or OrderNotFound exception
  - **createProduct(User user, Product product):** check the admin user as already present in database and create product and store in database.
  - createUser(User user): create user and store in database for further development.
  - **getAllProducts():** return all product list from the database.
  - getOrderByUser(User user): return all product ordered by specific user from database.
- 7. Implement the IOrderManagementRepository interface/abstractclass in a class called OrderProcessor. This class will be responsible for managing orders.
- 8. Create **DBUtil** class and add the following method.
  - **static getDBConn():Connection** Establish a connection to the database and return database Connection
- 9. Create **OrderManagement** main class and perform following operation:
  - main method to simulate the loan management system. Allow the user to interact with
    the system by entering choice from menu such as "createUser", "createProduct",
    "cancelOrder", "getAllProducts", "getOrderbyUser", "exit".