



Topic : Online Games for School Kids

Group no : KDY_03

Campus : Kandy

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We declare that this is our own work and this Assignment does not incorporate without acknowledgment any material previously submitted by anyone else in SLIIT or any other university/Institute. And we declare that each one of us equally contributed to the completion of this Assignment.

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Description

This project is about a webpage that has online games for school students. The Website has two main types of users who can access to the system. They are Registered user, and Administrator. The admin of the site has control to add, delete and update games. Admin is the only person that has the power to restrict users from using the website as well (Admin can delete users). Admin can also manage the feedbacks those the users sent.

The users must sign up to the web page if they want to use the site to its best (To purchase and download games). The username, email, date of birth of registered users will be stored in a database, so they only must log in using their email and password to use the website afterwards. They(users) have the option to change their password, email, and username at any time. And they can also search for games that they want by using the search bar of the website and categories.

Users also can add bank cards to their accounts and remove them at any time. To play games online, the users will order and download. When ordering, the user has the option to buy one or multiple games at once. All the payments are done by bank cards.

Classes Identified

1. Admin
2. Games
3. Registered User
4. Feedbacks
5. Bank Cards
6. Payments
7. Orders

CRC Cards

Class name : Admin	
Responsibilities	Collaborations
Add new games.	Games
Update games.	Games
Delete games.	Games
Remove feedbacks.	Feedbacks
Remove users.	Users

Class name : Order	
Responsibilities	Collaborations
Display_order	Payments, games

Class name : Registered User	
Responsibilities	Collaborations
Update details	
Delete account	
Adding update removing bank cards.	Cards
Send feedbacks.	Feedbacks
Search for games.	
Order Games	Order, Games, Payments

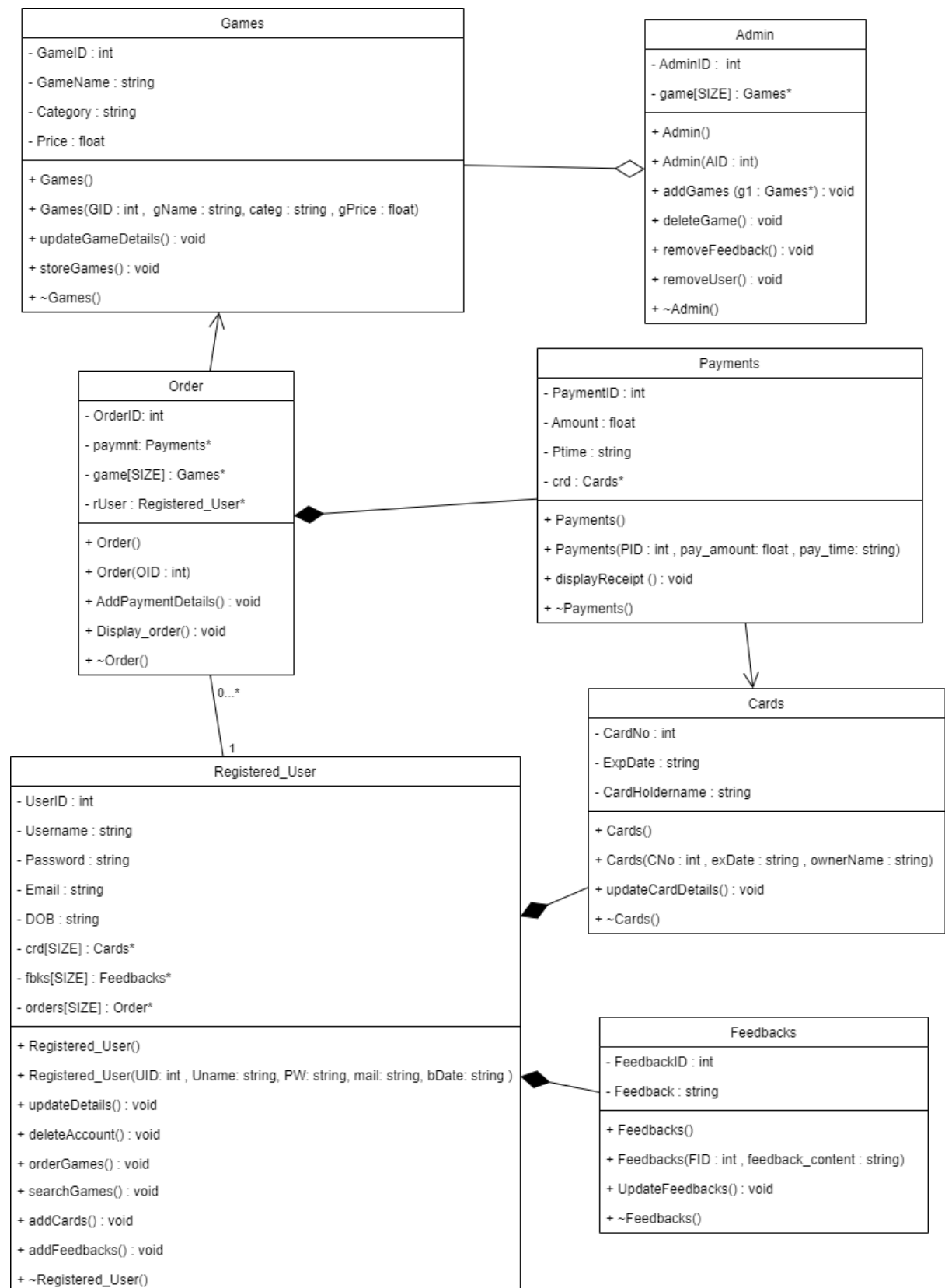
Class name : Games	
Responsibilities	Collaborations
Store games.	
Add/Update/Delete games.	Admin

Class name : Payments	
Responsibilities	Collaborations
Store payment details	
displayReciept	

Class name : Feedbacks	
Responsibilities	Collaborations
Update feedback	Registered user.
Add feedbacks.	Registered user.
Delete feedbacks.	Registered user, Admin.

Class name : Cards	
Responsibilities	Collaborations
Store card details of users.	
Add/Update/Delete bank cards.	

Class Diagram



Exercise 2

J.C. Withanagamage – IT21250156

admin.h

```
#define SIZE 20;

class admin
{
private:
    int AdminID;

    Games* game[SIZE];

public:
    admin();

    admin(int AID);

    void addGames(Games* g1);

    void deleteGame();

    void removeFeedback();

    void removeUser();

    ~admin();

};
```

admin.cpp

```
#include "admin.h"

#include "Games.h"

#include <iostream>

admin::admin()
{
```

```
    AdminID = 0 ;  
}  
  
admin::admin(int AID)  
{  
    AdminID = AID ;  
}  
  
void admin::addGames(Games* g1)  
{  
}  
  
void admin::deleteGame()  
{  
}  
  
void admin::removeFeedback()  
{  
}  
  
void admin::removeUser()  
{  
}  
  
admin::~~admin()  
{  
}
```


Games.h

```
#include<string>

class Games

{

private:

    int gameId;

    string gameName;

    string category;

    float price;

public:

    Games();

    Games(int gId, string gName, string categ, float gPrice );

    void updateGameDetails();

    void storeGames();

    ~Games();

};
```

Games.cpp

```
#include "Games.h"

#include<cstring>

#include<cstring>

Games::Games()

{

    gameId = 0;
```

```

        strcpy(gameName,"");

        strcpy(category,"");

        price = 0;
    }

    Games::Games(int gId, string gName, string categ, float gPrice )
    {

        gameId = gId;

        strcpy(gameName,gName);

        strcpy(category,categ);

        price = gPrice;
    }

    void Games::updateGameDetails()

    {

    }

    void Games::storeGames()

    {

    }

    Games::~~Games()

    {

    }

```

Order.h

```

#include "Payments.h"

#include "Games.h"

#include "Registered_user"

#define SIZE 20

```

```

class Order
{
private:
    int orderId;

    Payments * paymnt;

    Games * game[SIZE];

    Registered_user * rUser;

public:
    Order();

    Order(int old );

    void addPaymentDetails();

    void display_Order();

    ~Order();

};

```

Order.cpp

```

#include "Payments.h"

#include "Games.h"

#include "Registered_User.h"

#include "Order.h"

Order::Order()
{
    orderId = 0;
}

```

```

Order::Order(int old )
{
    orderId = old;
}

void Order::addPaymentDetails()
{
}

void Order::display_Order()
{
}

Order::~~Order()
{
}

```

S.N. Gamage – IT21343766

Payments.h

```

#include "cards.h"

#include <string>
#include <cstring>

class Payments {
    private :
        int paymentID ;
        float Amount ;

```

```

        string Ptime ;

        Cards * crd ;

    public :

        Payments();

        Payments(int PID, float pay_amount, string pay_time) ;

        void displayReciept();

        ~Payments();

};

```

Payments.cpp

```

#include 'Payments.h'

#include "cards.h"

#include <string>

#include <cstring>

Payments::Payments()

{

    paymentID = 0 ;

    Amount = 0.00 ;

    strcpy(Ptime , "" );

}

Payments::Payments(int PID, float pay_amount, string pay_time )

{

    paymentID = PID ;

    Amount = pay_amount ;

    strcpy(Ptime , pay_time);

```

```

    }

    void Payments::displayReciept()

    {

    }

    Payments::~~Payments()

    {

    }

```

W.M.B.B. Weerakoon – IT21303302

Registered_user.h

```

#include<string>

#include <cstring>

class Registered_user
{
private:
    int UserID;

    string Username;

    string Password;

    string Email;

    string DOB;

    cards* crd[SIZE];

    Feedbacks* fbdks[SIZE];

    Order* order[SIZE];

public:

```

```

Registered_user();

Registered_user(int UID, string Uname, string PW, string mail, string bDate);

void updateDetails();

void deleteAccount();

void orderGames();

void searchGames();

void addCards();

void addFeedbacks();

~Registered_user();

};

```

Registered_user.cpp

```

#include "Registered_user.h"

#include "card.h"

#include "Games.h"

#include<iostream>

#include<cstring>

#include<string>

using namespace std;

Registered_user::Registered_user()

{

    UserID = 0;

    strcpy(Username, "");

    strcpy>Password, "");

    strcpy>Email, "");

```

```

        strcpy(DOB, "");
    }

Registered_user::Registered_user(int UID, string Uname, string PW, string mail,
string bDate)
{
    UserID = UID;
    Username = Uname;
    Password = PW;
    Email = mail;
    DOB = bDate;
}

void Registered_user::updateDetails()
{
}

void Registered_user:: deleteAccount()
{
}

void Registered_user:: orderGames()
{
}

void Registered_user:: searchGames()
{
}

void Registered_user:: addCards()
{
}

```



```
void Registered_user:: addFeedbacks()

{

}

Registered_user::~~Registered_user()

{

}
```

Feedbacks.h

```
class Feedbacks

{

private:

    int FeedbackID;

    string Feedback;

public:

    Feedbacks();

    Feedbacks(int FID, string feedback_content);

    void UpdateFeedbacks();

    ~Feedbacks();

};
```

Feedbacks.cpp

```
#include "Feedbacks.h"

#include<iostream>

#include<cstring>

using namespace std;
```

```

Feedbacks::Feedbacks()
{
    FeedbackID = "0";
    strcpy(Feedbacks, "");
}

Feedbacks::Feedbacks(int FID, string feedback_content)
{
    FeedbackID = FID;
    Feedbacks = feedback_content;
}

void Feedbacks::UpdateFeedbacks()
{
}

Feedbacks::~~Feedbacks()
{
}

```

D.A. Mudunkotuwa – IT21269752

cards.h

```

class cards
{
private:
    int cardNo;
    string expDate;

```

```

        string cardholderName;

public:
    cards();

    cards(int cNo,string exDate,string ownername);

    void updateCardDetails();

    ~cards();

};

```

cards.cpp

```

#include "cards.h"

#include<iostream>

#include<string>

#include<cstring>

using namespace std;

cards::cards()
{
    cardNo = 0;

    strcpy(expDate, "");

    strcpy(cardholderName,"");
}

cards::cards(int cNo, string exDate, string ownername)
{
    cardNo = cNo;

    strcpy(expDate, exDate);

    strcpy(cardholderName,ownername);
}

```

```

    }

    void cards::updateCardDetails()

    {

    }

    cards::~~cards()

    {

    }

```

J.C. Withanagamage – IT21250156

main.cpp

```

#include "admin.h"

#include "cards.h"

#include "feedbacks.h"

#include "Games.h"

#include "Order.h"

#include "Payments.h"

#include "Registered_user.h"


int main{

    admin A1(100);

    Payments p1(1,200.00,"2022-05-18 / 13.40");

    cards card1(1234432112344321 , "2024-05" , "Saman Kumara");

    Feedbacks fb1(1 , "Nice Game!");

    Games g1(24 , "Ludo" , "Board" , 20.00);

    Order o1(10);

```

```
Registered_user ru1(1, "saman11", "skumara20001", "saman@gmail.com",  
"2002.01.30");  
}
```