

Software Engineering

Practical work 3

Exercise 1: E-Commerce System Java Code Implementation

Objective: Write a Java code based on the provided class diagram and explanations.

Instructions:

1. User Class:

- Create an abstract class *User* with attributes *username* and *password*.
- Implement an abstract constructor *User(username: String, password: String)*.
- Include public methods *getUsername(): String* and *getPassword(): String*.

2. Customer Class:

- Extend the *User* class to create a concrete class *Customer*.
- Add private attributes *name*, *address*, *email*, and *phoneNumber*.
- Implement a constructor *Customer(username: String, password: String, name: String, address: String, email: String, phoneNumber: String)*.
- Provide public getter and setter methods for the additional attributes.

3. Product Class:

- Create a class *Product* with private attributes *name*, *price*, and *quantity*.
- Implement a constructor *Product(name: String, price: double, quantity: int)*.
- Include public getter and setter methods for each attribute.

4. ShoppingCart Class:

- Create a class *ShoppingCart* with a private attribute *products* (a list of *Product* objects).
- Implement a constructor *ShoppingCart()*.
- Include public methods *addProduct(product: Product): void* and *removeProduct(product: Product): void*.

5. Order Class:

- Create a class **Order** with private attributes **customer** (a **Customer** object), **products** (a list of **Product** objects), **totalPrice**, and **status** (an **OrderStatus** enum).
- Implement a constructor **Order(customer: Customer, products: List<Product>)**.
- Include public methods **calculateTotalPrice(): double** and various getter and setter methods.

6. OrderStatus Enum:

- Define an enum **OrderStatus** with values: **NEW**, **PROCESSING**, **SHIPPED**, **DELIVERED**.

7. Relationships and Associations:

- Define relationships and associations between classes as explained in the class diagram.

8. Summary:

- Summarize the purpose of each class and its relationships.
- Ensure that each class and method has meaningful names and follows proper encapsulation principles.

Challenge (Optional):

- Implement additional methods and features based on your understanding of an e-commerce system.
- Consider adding error handling, validation, or database integration.

The class diagram:



Exercise 1: Medical Appointment System Java Implementation

Objective: Write a Java code based on the provided class diagram and explanations.

Instructions:

1. User Class:

- Create an abstract class *User* with attributes *username* and *password*.
- Implement an abstract constructor *User(username: String, password: String)*.
- Include public methods *getUsername(): String* and *getPassword(): String*.

2. Patient Class:

- Extend the *User* class to create a concrete class *Patient*.
- Add private attributes *name*, *address*, *email*, and *phoneNumber*.
- Implement a constructor *Patient(username: String, password: String, name: String, address: String, email: String, phoneNumber: String)*.
- Provide public getter and setter methods for the additional attributes.

3. Doctor Class:

- Extend the *User* class to create a concrete class *Doctor*.
- Add private attributes *name*, *address*, *email*, *phoneNumber*, and *specialty*.
- Implement a constructor *Doctor(username: String, password: String, name: String, address: String, email: String, phoneNumber: String, specialty: String)*.
- Provide public getter and setter methods for the additional attributes.

4. MedicalStaff Class:

- Extend the *User* class to create a concrete class *MedicalStaff*.
- Add private attributes *name*, *address*, *email*, *phoneNumber*, and *role*.
- Implement a constructor *MedicalStaff(username: String, password: String, name: String, address: String, email: String, phoneNumber: String, role: String)*.
- Provide public getter and setter methods for the additional attributes.

5. Appointment Class:

- Create a class *Appointment* with private attributes *patient* (a *Patient* object), *doctor* (a *Doctor* object), *dateTime* (a *LocalDateTime* object), and *status* (an *AppointmentStatus* enum).

- Implement a constructor *Appointment(patient: Patient, doctor: Doctor, dateTime: LocalDateTime)*.
- Include public methods *getStatus(): AppointmentStatus* and various getter and setter methods.

6. *AppointmentStatus Enum:*

- Define an enum *AppointmentStatus* with values: *BOOKED, CONFIRMED, CANCELLED, COMPLETED*.

7. *MedicalRecord Class:*

- Create a class *MedicalRecord* with private attributes *patient* (a *Patient* object) and *notes* (a list of *MedicalNote* objects).
- Implement a constructor *MedicalRecord(patient: Patient)*.
- Include public methods *addNote(note: MedicalNote): void* and *removeNote(note: MedicalNote): void*.

8. *MedicalNote Class:*

- Create a class *MedicalNote* with private attributes *doctor* (a *Doctor* object), *description*, and *timestamp* (a *LocalDateTime* object).
- Implement a constructor *MedicalNote(doctor: Doctor, description: String, timestamp: LocalDateTime)*.
- Include public getter and setter methods for the attributes.

9. *Relationships and Associations:*

- Define relationships and associations between classes as explained in the class diagram.

10. *Summary:*

- Summarize the purpose of each class and its relationships.
- Ensure that each class and method has meaningful names and follows proper encapsulation principles.

Challenge (Optional):

- Implement additional methods and features based on your understanding of a medical appointment system.
- Consider adding error handling, validation, or database integration.

