# 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:

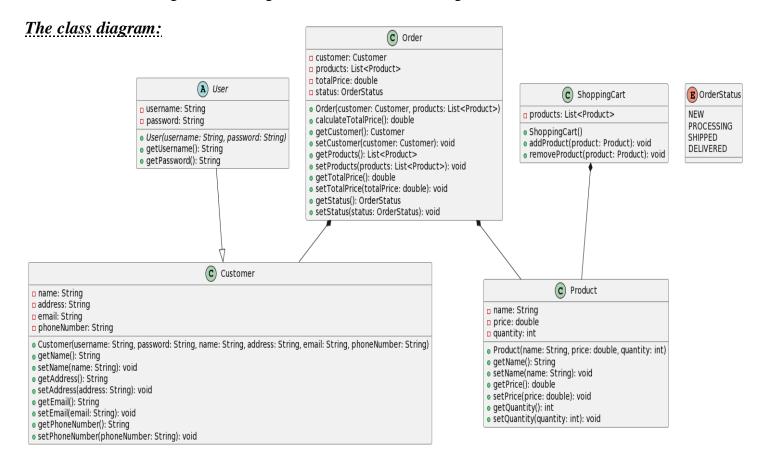
Define relationships and associations between classes as explained in the class diagram.

### 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.



# 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.

