



# Pharmacy Management System

Team 19

# Role of Each Member

Member	Classes Handled	Extra Role
Marina Bebawy Nasr 2200826	(Abstract)Pharmacy ← Branch (Abstract)User ← Admin, Customer GUI - Receipt Generation	UML Planning and Layout
Karim Mohammed Elsayed 2200746	Inventory (Abstract)Item ← Medicine, Supplements, personalCare, babyCare, Devices	GUI Event Handling JUnit Testing
Karim Khaled Gamaleldin 2201356	Financials, Sales, Expenses (Interface) Payments ← Cash, Card	Main Class
Menna Ayman Hassan 2200236	Order, Receipt, GUI Login Page, GUI Shop Page	GUI Main Scenes

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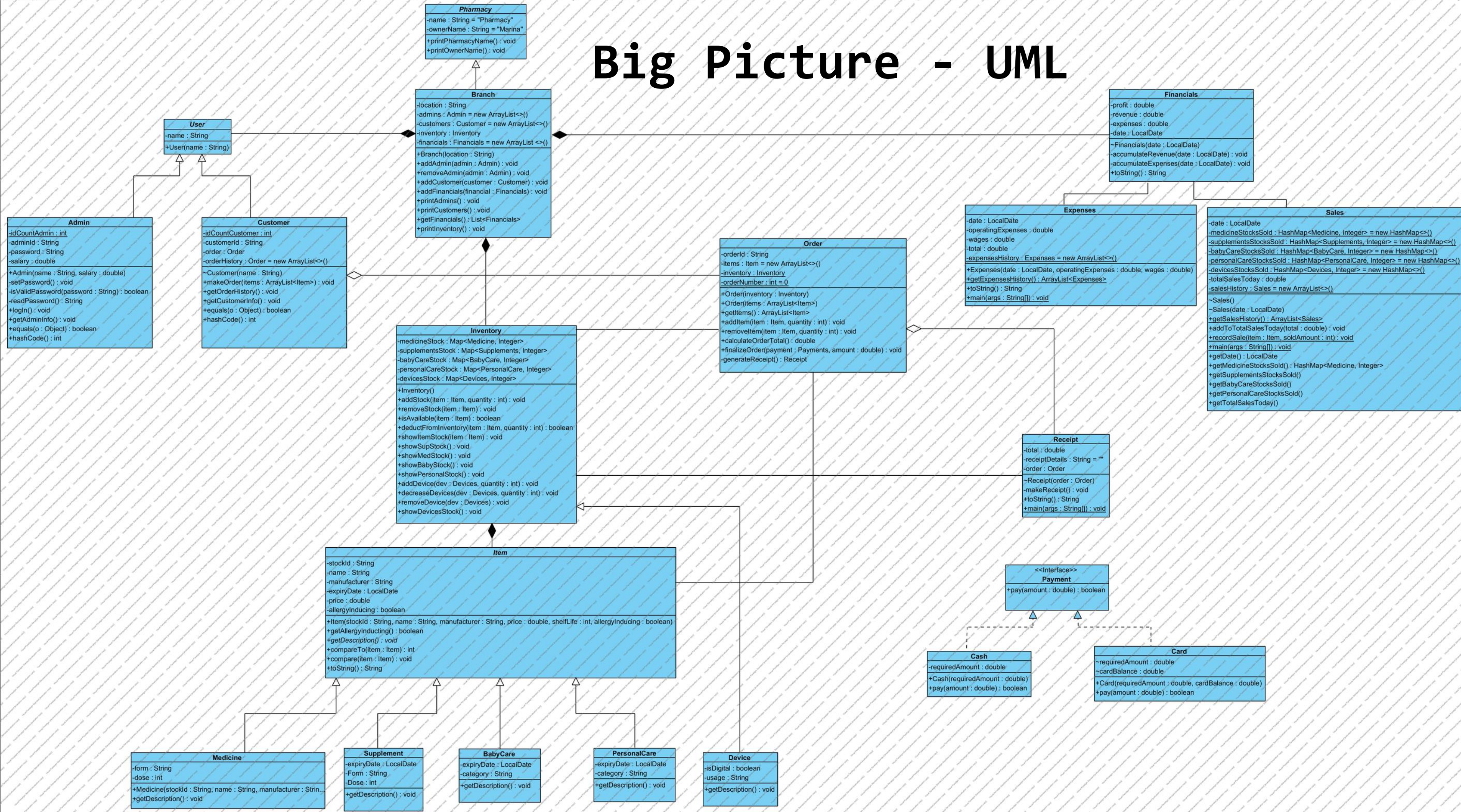
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Full Demo

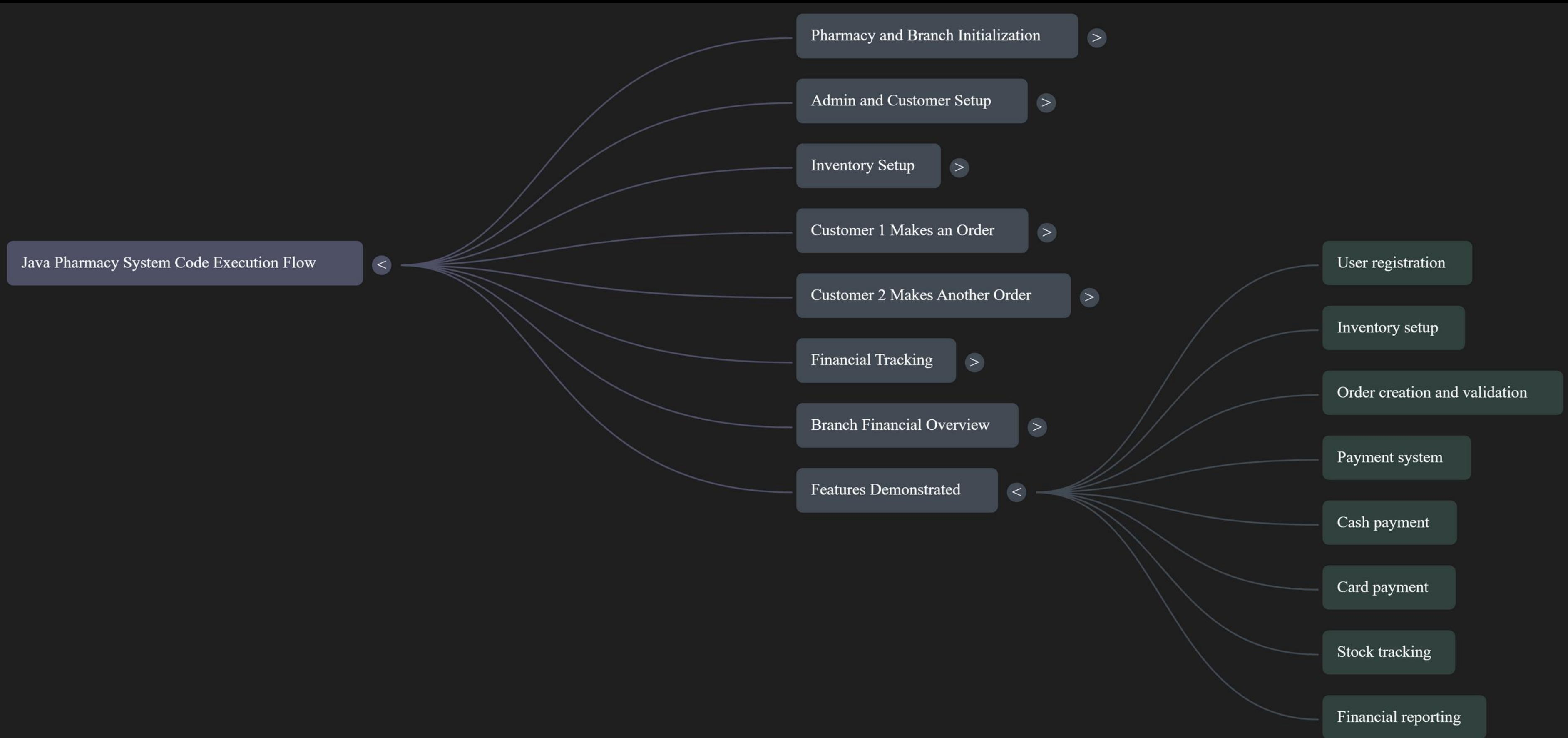


# Big Picture - UML





# Our Architecture



# Encapsulation

- Encapsulation is one of the core principles of object-oriented programming. It means keeping data (fields) private inside a class and providing controlled access through public methods (getters/setters), while also hiding internal implementation details via private helper methods.

## Encapsulation-based Design of Our Pharmacy System:

- All class data fields are declared private.

```
public class Branch extends Pharmacy {  
    private final String location;  
    private List <Admin> admins = new ArrayList<>();  
    private List <Customer> customers = new ArrayList<>();  
    private Inventory inventory;  
    private List <Financials> financials = new ArrayList <>();  
}
```

# Encapsulation

## Encapsulation-based Design of Our Pharmacy System:

- Sensitive logic (e.g. password setup) is handled through private methods.

```
private void setPassword(){
    System.out.println("Set New Admin (" + this.getName() + ") Password: ");
    String inputPassword = readPassword();
    if (isValidPassword(inputPassword)) {
        this.password = inputPassword;
        System.out.println("\nPassword set successfully");
    }
    else{
        System.out.println("\nInvalid Password. It must be at least 6 characters and contain letters and numbers.");
        setPassword();
    }
}
```

# Encapsulation

## Encapsulation-based Design of Our Pharmacy System:

- Methods that are only used within their own class.
- setPassword(), isValidPassword(), readPassword() in Admin
- generateReceipt() in Order
- accumulateRevenue(), accumulateExpenses() in Financials

```
private Receipt generateReceipt() {  
    Receipt r = new Receipt(this);  
    return r;  
}
```

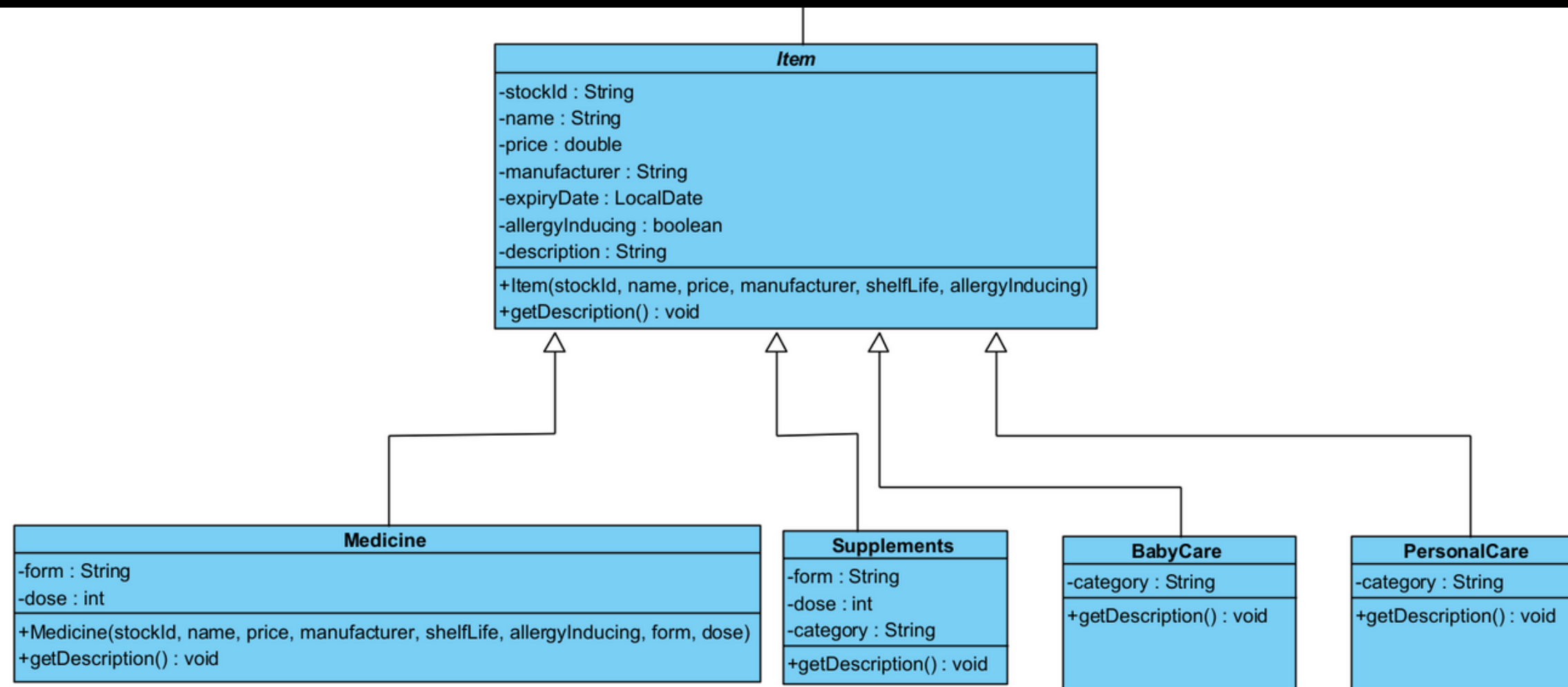
```
private void accumulateRevenue(LocalDate date) {  
    ArrayList<Sales> revenueList = Sales.getSalesHistory();  
    for(int i=0; i<revenueList.size(); i++) {  
        if(revenueList.get(i).getDate().isBefore(date)) {  
            revenue += revenueList.get(i).getTotalSalesToday();  
        }  
    }  
}
```



# Inheritance and Polymorphism

Abstract Class: Item

Concrete classes  
extending abstract  
class Item



Medicine

Supplement

BabyCare

PersonalCare

# Inheritance and Polymorphism

## Polymorphism Code Example:

```
public static void recordSale(Item item, int soldAmount) throws NullPointerException {
    Integer currentAmount = 0;

    if(item instanceof Medicine){
        currentAmount = medicineStocksSold.getOrDefault(item,defaultValue:0);
        medicineStocksSold.put((Medicine)item, currentAmount + soldAmount);
    }
}
```

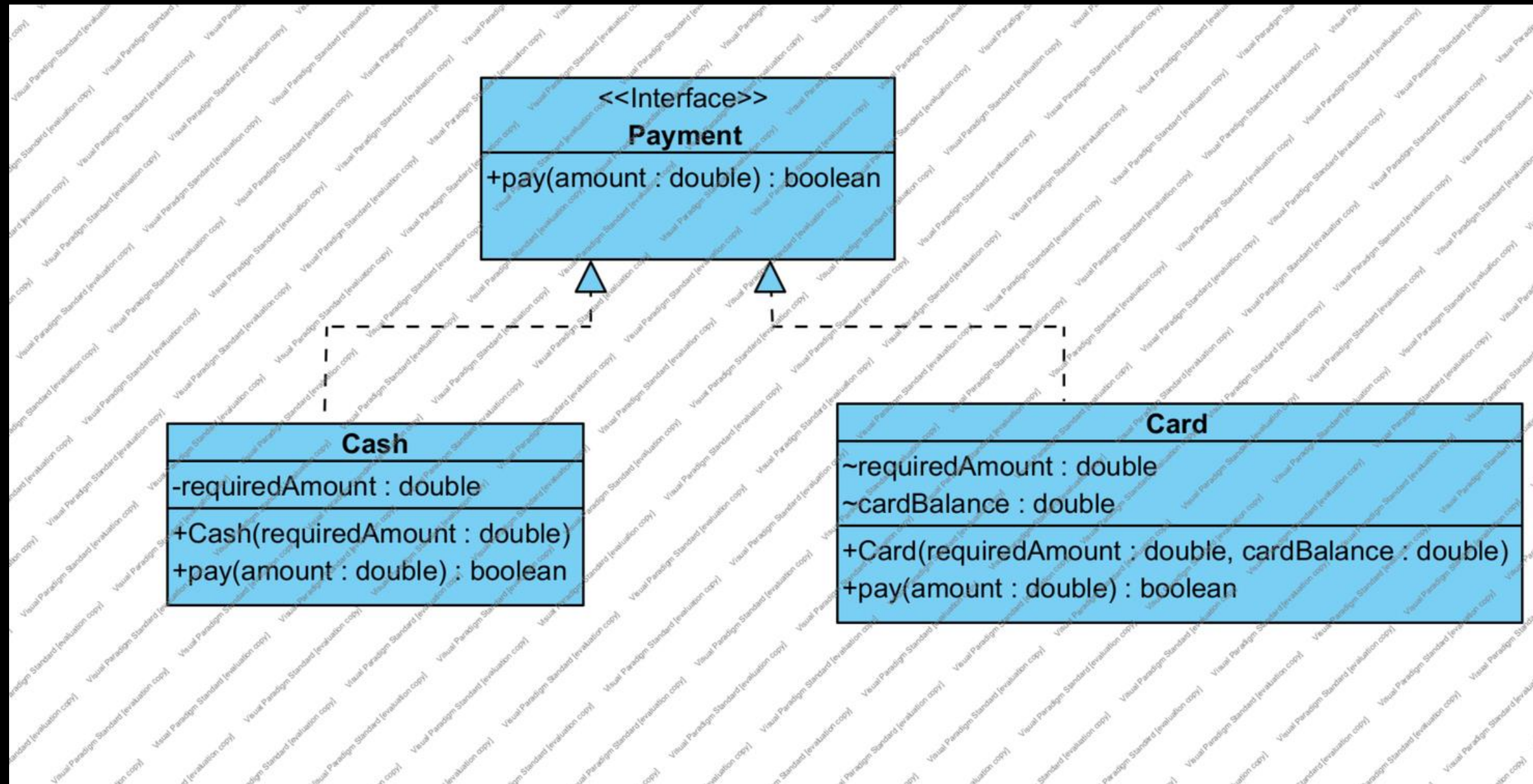
## Explanation:

- Argument passed to function has to be of Item type
- MedicineStocksSold is a HashMap<Medicine, Integer>
- Thus, we have to *downcast* Item type to its *subclass* Medicine.



# Inheritance and Polymorphism

## Interface: Payments



## Concrete Classes Implementing Payment:

Cash  
Card

## Description:

Payment interface describes the common behavior of a “payment transaction”.

# Inheritance and Polymorphism

## Interface: Payments

### Cash Implementation

```
@Override
public boolean pay(double amount){
    if(amount >= this.requiredAmount){
        System.out.println(x:"Thank You! Cash Payment Complete");
        return true;
    }
    else{
        System.out.println(x:"Invalid Payment");
        return false;
    }
}
```

### Card Implementation

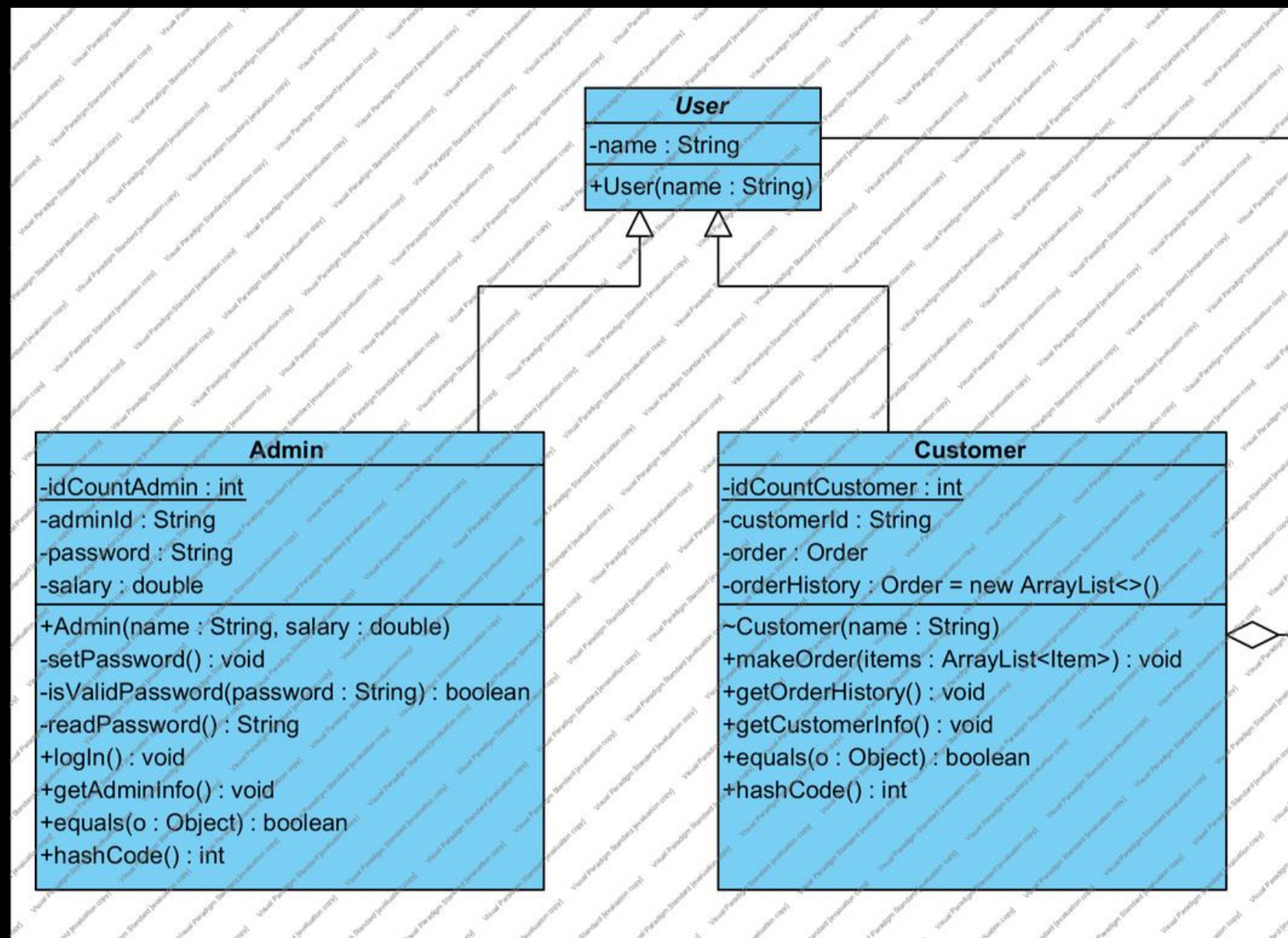
```
@Override
public boolean pay(double amount){
    if(this.requiredAmount>this.cardBalance){
        System.out.println(x:"Insufficient funds. Please try another card or add balance.");
        return false;
    }
    else{
        if(amount >= this.requiredAmount){
            System.out.println(x:"Thank You! Card Payment Complete");
            this.cardBalance -= amount;
            return true;
        }
        else{
            System.out.println(x:"Invalid Payment.");
            return false;
        }
    }
}
```



# Inheritance and Polymorphism

## Abstract Class: User

User is an abstract entity, part of the Branch class. Concretely extended by two classes: Admin and Customer



```
public abstract class User {
    private String name;
```

```
public class Admin extends User {
    private static int idCountAdmin;
    private final String adminId;
    private String password;
    private double salary;
```

```
public class Customer extends User {
    private static int idCountCustomer;
    private final String customerId;
    private Order order;
    private List<Order> orderHistory = new ArrayList<>();
```

# Sorting

- To improve user experience we sorted items by price, by implementing the Comparable interface which allowed easy and efficient sorting of products.

```
public abstract class Item implements Comparable<Item> {
```

```
@Override
public int compareTo(Item item){
    if(this.price > item.getPrice())
        return 1;
    else if(this.price == item.getPrice())
        return 0;
    else
        return -1;
}
```

```
public void compare(Item item){
    if(compareTo(item) > 0)
        System.out.println(name+"is more expensive than "+item.getName());

    else if(compareTo(item) == 0)
        System.out.println(name+" is as expensive than "+item.getName());

    if(compareTo(item) > 1)
        System.out.println(name+" is more expensive than "+item.getName());
}
```

```
//Sorting items by price, makes it look neater in receipt.
cs1.getOrder().getItems().sort(c:null);
```



# Exception Handling

```
private String readPassword() {
    StringBuilder password = new StringBuilder();
    try{
        while(true) {
            char c = (char) System.in.read();
            if(c == '\n' || c == '\r') break;
            if(c==8 || c==127){
                if(password.length() > 0) {
                    password.deleteCharAt(password.length() - 1);
                    System.out.println("\b \b");
                }
            }
            else{
                password.append(c);
                System.out.print("*");
            }
        }
    }
    catch(IOException e) {
        System.out.println("\nError reading input." + e.getMessage());
        return "";
    }
    return password.toString();
}
```

- IO Exception Handling is a checked exception which needs to be implemented in readPassword().
- It catches input reading errors in to notify the user and allows retrying.

# Exception Handling

```
// Checks if the item does exist in the inventory or not
public boolean isAvailable(Item item)
{
    if(item instanceof Medicine)
        return medicineStock.containsKey(item);
    else if(item instanceof Supplements)
        return supplementsStock.containsKey(item);
    else if(item instanceof BabyCare)
        return babyCareStock.containsKey(item);
    else if(item instanceof PersonalCare)
        return personalCareStock.containsKey(item);
    else
        throw new NullPointerException();
}
```

```
// Subtract the quantity of the sold items from the stock in the inventory if it exists
// Also checks if the desired quantity is available in the inventory
public boolean deductFromInventory(Item item, int quantity) {
    // first check if the item already exists in the inventory
    try{
        if(!(isAvailable(item))){
            System.out.println(item.getName()+" doesn't exist in the inventory");
            return false;
        }
    }
    catch(NullPointerException e){
        System.out.println("Error: Tried to access a null item.");
    }
}
```

- The method `isAvailable(item)` may throw a `NullPointerException` if the item is not initialized (i.e., it is null).
- Any method that calls `isAvailable()` ensures proper handling of this exception to maintain program stability and avoid unexpected termination such as the method `deductFromInventory(item, quantity)`.



# JUnit Testing

Here we tested the function `isAvailable` by forcing three possible scenarios to insure the functionality of this function

```
@Test
public void nullPointerTotestIsAvailable() {
    System.out.println("isAvailable(1)");
    Item item = null;
    Inventory instance = new Inventory();
    assertThrows(NullPointerException.class, ()->{
        boolean result = instance.isAvailable(item);
    });
}
```

```
@Test
public void trueTestIsAvailable(){
    System.out.println("isAvailable(2)");
    Item item = new Medicine("MP0", "Panadol", "PanadolCorporation",
                             40, 3, false, "tablet", 20);
    Inventory inv = new Inventory();
    inv.addStock(item, 20);
    assertEquals(true, inv.isAvailable(item));
}
```

# JUnit Testing

```
@Test
public void falseTestIsAvailable(){
    System.out.println("isAvailable(3)");
    Item item = new Medicine("MP0", "Panadol", "PanadolCorporation",
                             40, 3, false, "tablet", 20);
    Inventory inv = new Inventory();
    assertEquals(false, inv.isAvailable(item));
}
```

```
Running InventoryTest
isAvailable(1)
isAvailable(3)
isAvailable(2)
Tests run: 3, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.233 s -- in InventoryTest

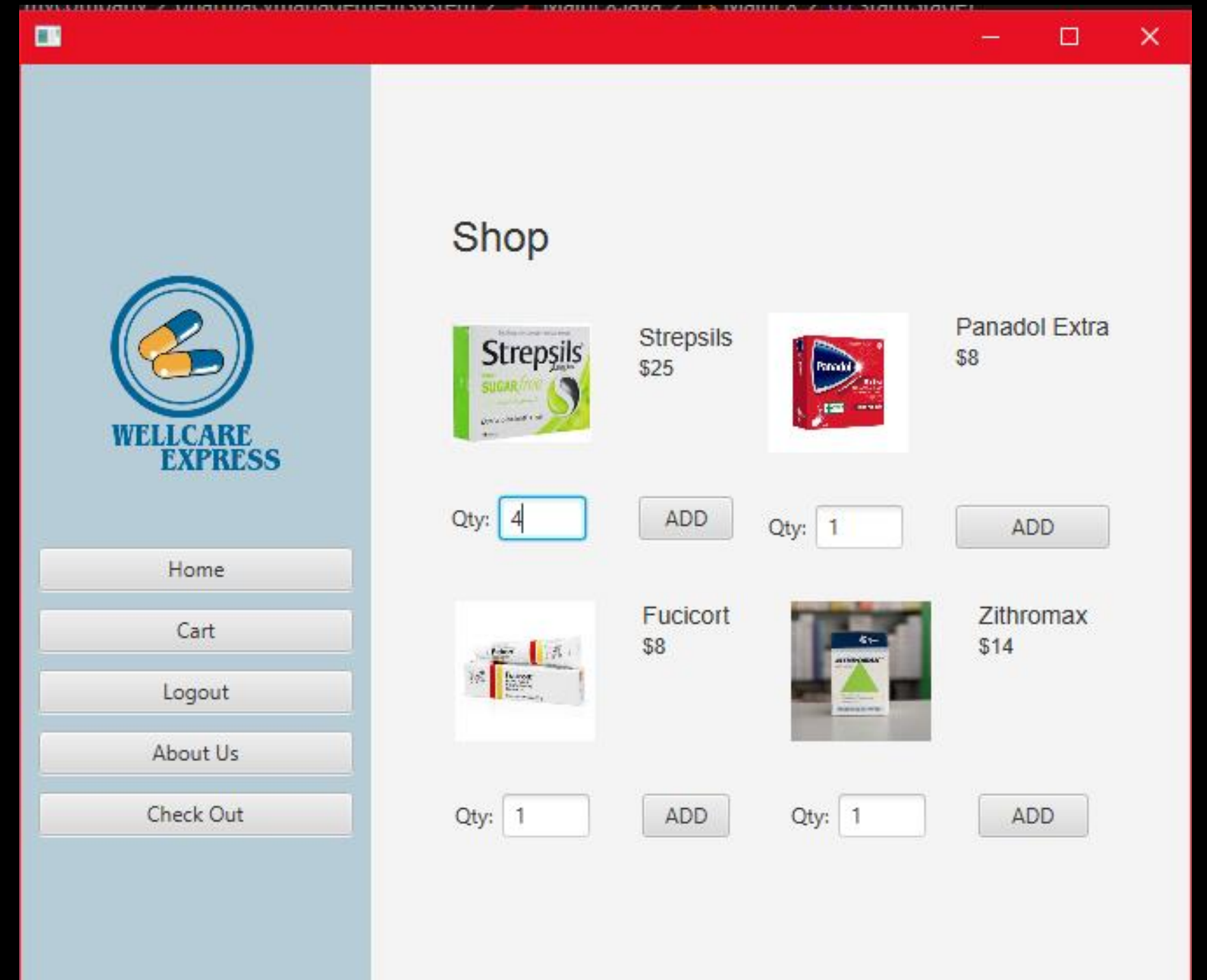
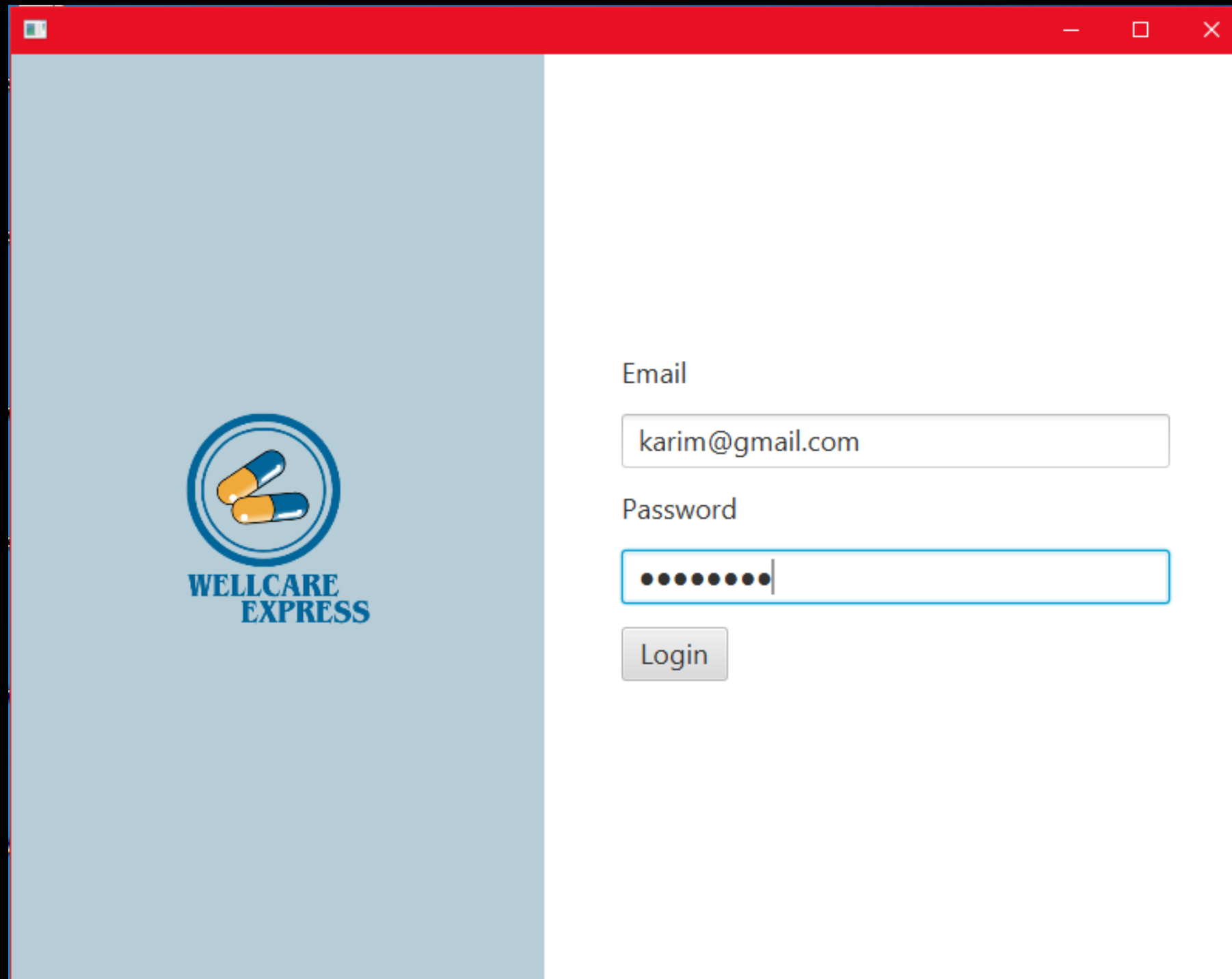
Results:

Tests run: 3, Failures: 0, Errors: 0, Skipped: 0
```

# GUI - Main Flow

Scene 1: On Launch

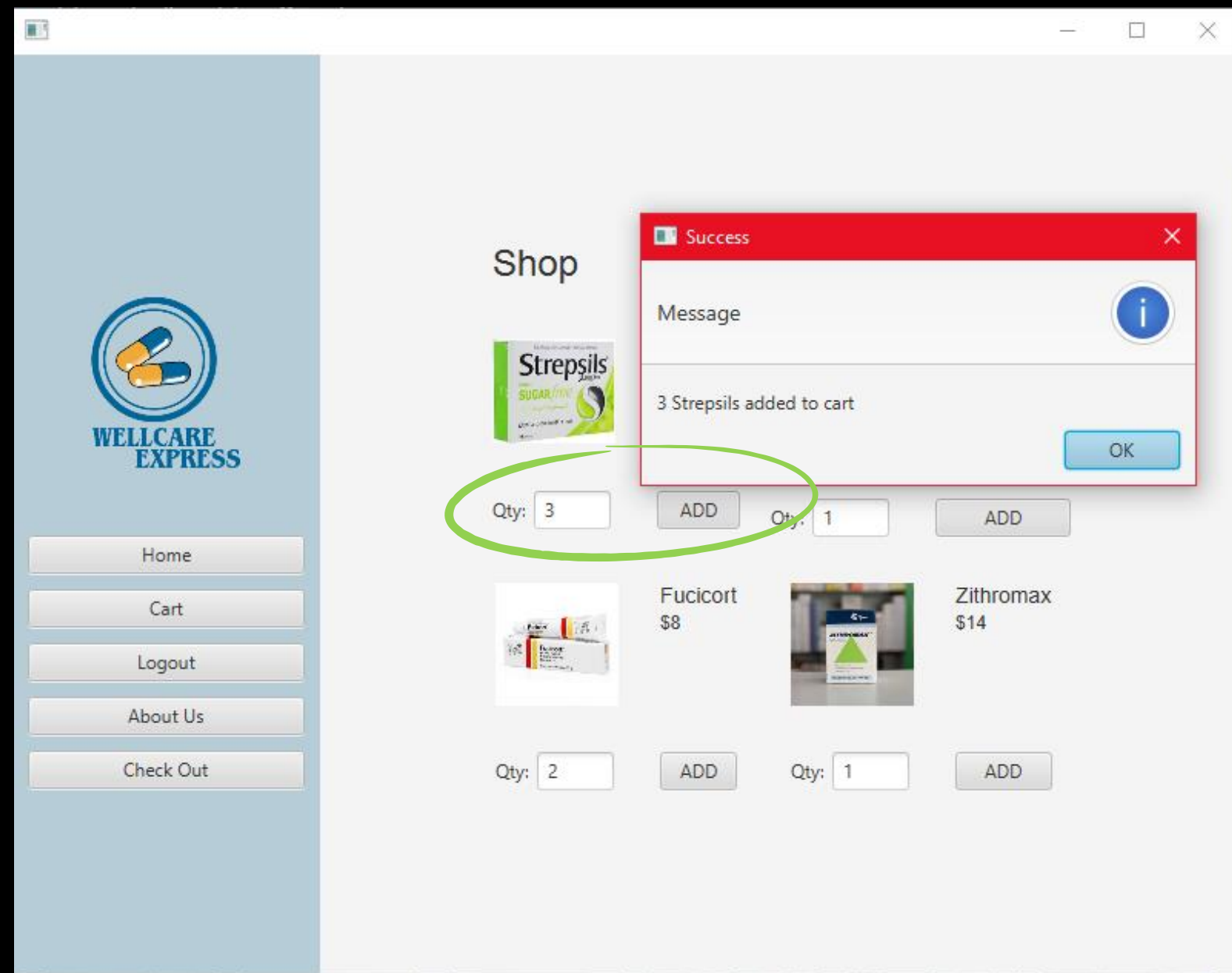
Scene 2: On Clicking Login



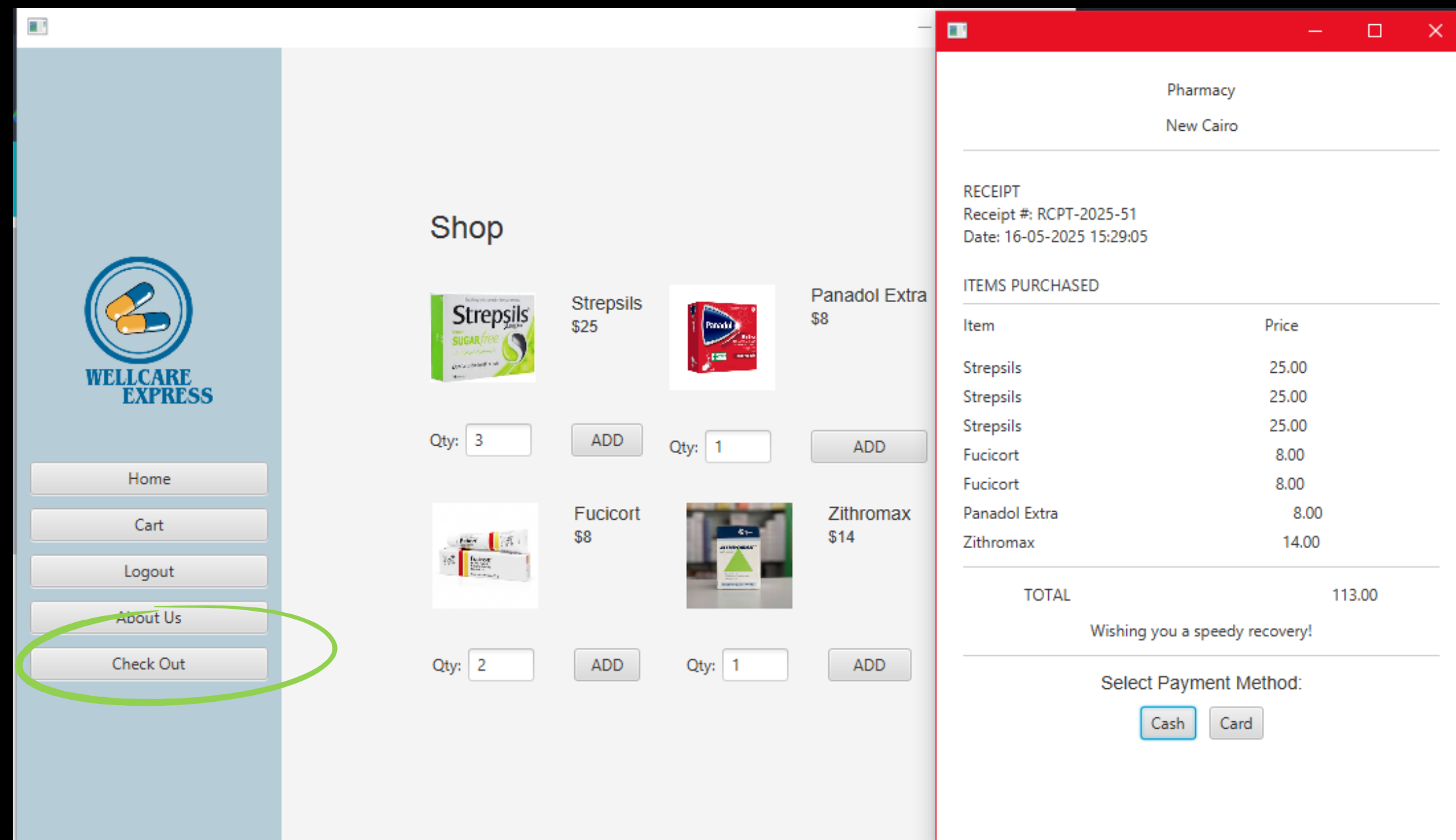


# GUI - Main Flow

Scene 3: On Clicking Add



Scene 4: On Clicking Checkout



# GUI - Main Flow

Scene 5: On Clicking Cash

Pharmacy  
New Cairo

RECEIPT

Receipt #: RCPT-2025-51

Date: 16-05-2025 15:29:05

ITEMS PURCHASED

Item	Price
Strepsils	25.00
Strepsils	25.00
Strepsils	25.00
Fucicort	8.00
Fucicort	8.00
Panadol Extra	8.00
Zithromax	14.00

TOTAL

113.00

Wishing you a speedy recovery!

Select Payment Method:

Cash

Card

Enter Cash Amount:

113

Pay

Scene 6: On Clicking Pay

Success

Message

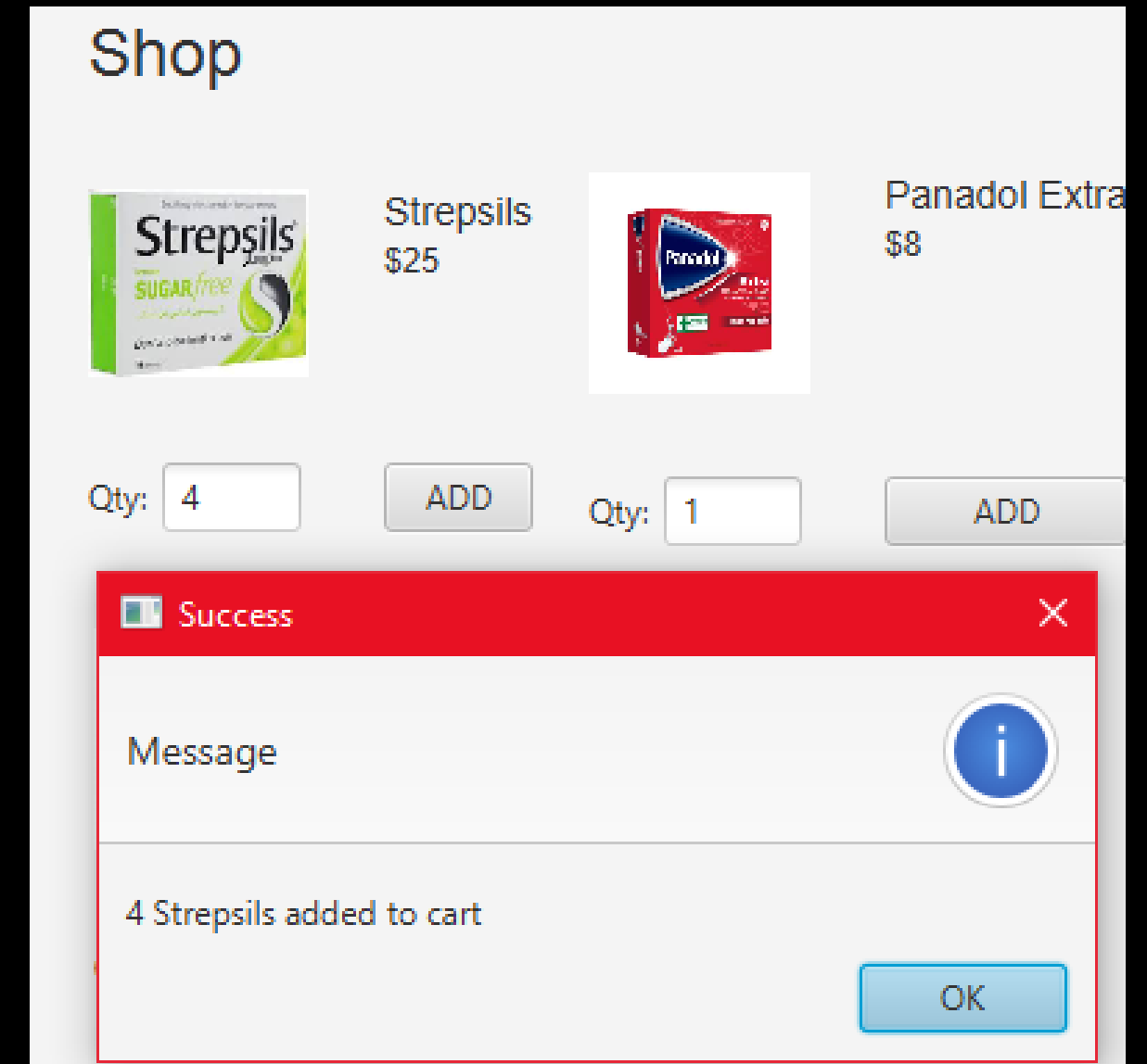
Payment successful! Thank you for your purchase.

OK

# GUI - Event Handling

Add Button: calls addItem() from Order object

```
addButton.setOnAction(e -> {  
    try {  
        int quantity = Integer.parseInt(quantityField.getText());  
        Medicine medicine = medicineMap.get(name);  
        if (medicine != null) {  
            currentOrder.addItem(medicine, quantity);  
            showAlert(title:"Success", quantity + " " + name + " added to cart");  
        }  
    } catch (NumberFormatException ex) {  
        showAlert(title:"Error", content:"Please enter a valid quantity");  
    } catch (Exception ex) {  
        showAlert(title:"Error", ex.getMessage());  
    }  
}
```





# GUI - Event Handling

Checkout Button: calls generateReceipt on current order

```
private void setupCheckoutButton(Button checkOutButton) {
    checkOutButton.setOnAction(e -> {
        if (currentOrder.getItems().isEmpty()) {
            showAlert(title:"Error", content:"Cart is empty!");
            return;
        }

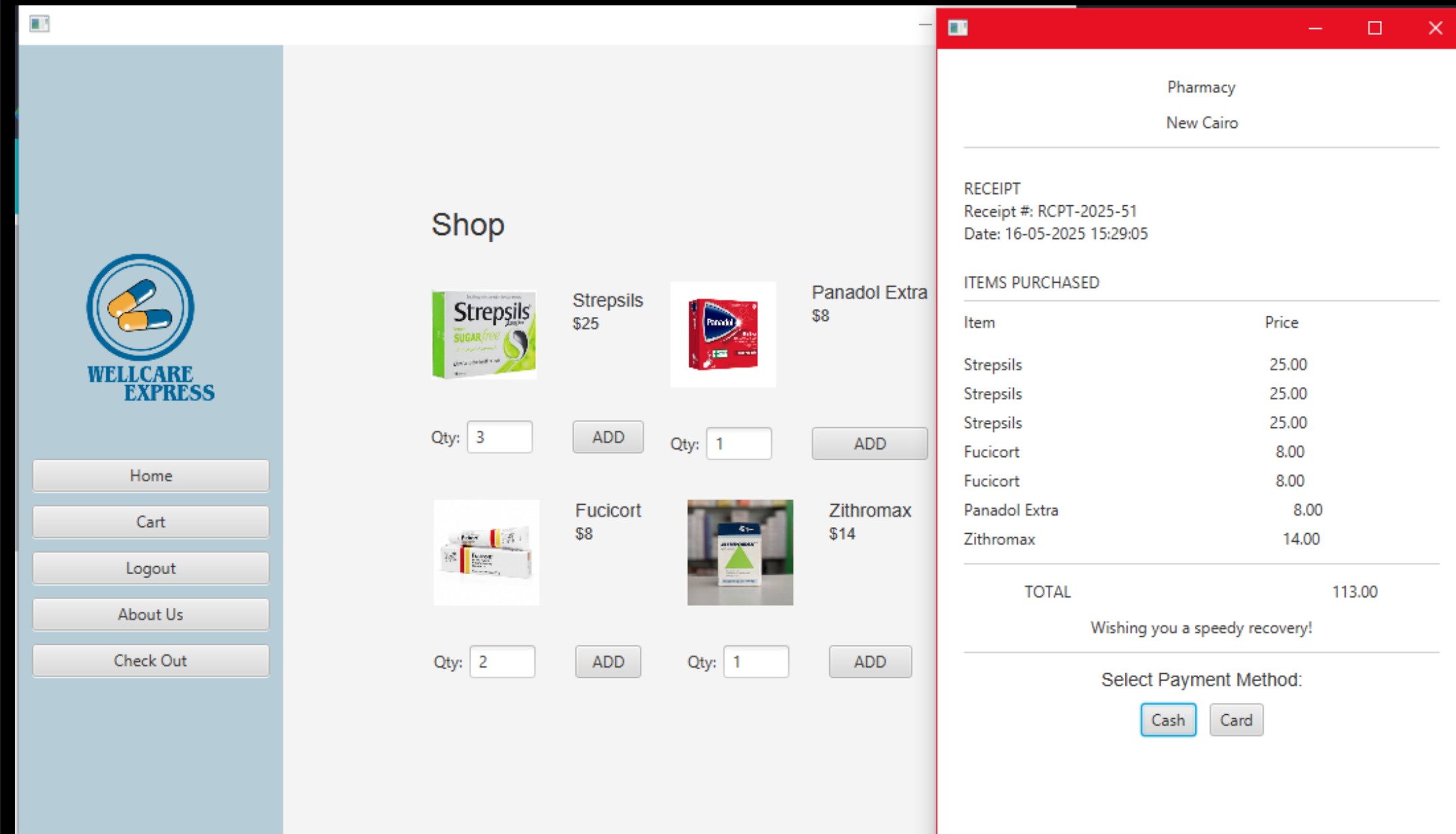
        // Create receipt window
        Stage receiptStage = new Stage();
        VBox receiptBox = new VBox(10);
        receiptBox.setPadding(new Insets(10));

        // Generate receipt content
        Receipt receipt = currentOrder.generateReceipt();
        Label receiptLabel = new Label(receipt.toString());
        receiptBox.getChildren().add(receiptLabel);

        // Add payment options
        Label paymentLabel = new Label("Select Payment Method:");
        paymentLabel.setFont(Font.font("Arial", 14));

        Button cashButton = new Button("Cash");
        Button cardButton = new Button("Card");

        HBox paymentButtons = new HBox(10, cashButton, cardButton);
        paymentButtons.setAlignment(Pos.CENTER);
    });
}
```



# Full Demo: Login Validation

```
public static void main(String[] args) {
    //-----Pharmacy-----
    Branch branch = new Branch("New Cairo");
    branch.printPharmacyName();
    branch.printOwnerName();
    System.out.println(branch.getLocation() + "\n\n");
    //-----
    //-----Branch-----
    System.out.println("\n=====Login Validation Feature\n=====");
    Admin admin1 = new Admin("Karim", 30_000);
    Customer cs1 = new Customer("Abdullah");
    Customer cs2 = new Customer("Mariam");
    admin1.getAdminInfo();

    branch.addAdmin(admin1);

    branch.addCustomer(cs1);
    branch.addCustomer(cs2);
    //-----
```

Pharmacy

Mariam

New Cairo

=====

Login Validation Feature

=====

Set New Admin (Karim) Password:

kareem

\*\*\*\*\*

Invalid Password. It must be at least 6 characters and contain letters and numbers.

Set New Admin (Karim) Password:

kareem5

\*\*\*\*\*

Password set successfully

Admin Name: Karim

ID: ad1

Salary: 30000.0

Admin added.

Customer added.

Customer added.

# Full Demo: Inventory Setup

```
//=====Creating Test Database using Copilot=====
Medicine panadol = new Medicine("MP0", "Panadol", "PanadolCorporation", 40, 3, false, "tablet", 20);
Medicine augmentin = new Medicine("MP1", "Strepsils", "GSK", 85.50, 2, true, "tablet", 30);
Medicine ventolin = new Medicine("MP2", "Ventolin", "GSK", 120, 1, false, "inhaler", 2);
```

```
Supplements omega3 = new Supplements("SP0", "Omega-3", "Nature's Way", 199.99, 1, false, "capsule", 1, "Fish Oil");
Supplements vitaminD = new Supplements("SP1", "Vitamin D3", "NOW Foods", 149.99, 2, false, "tablet", 1, "Vitamin");
Supplements vitaminB = new Supplements("SP2", "Vitamin B3", "NOW Foods", 149.99, 2, false, "tablet", 1, "Vitamin");
```

```
BabyCare diapers = new BabyCare("BP0", "Premium Diapers", "Pampers", 129.99, 5, false, "Diaper");
BabyCare babyLotion = new BabyCare("BP1", "Baby Lotion", "Johnson's", 45.99, 3, false, "Skincare");
```

```
PersonalCare toothpaste = new PersonalCare("PP0", "Fresh Mint", "Colgate", 25.99, 2, false, "Oral Care");
PersonalCare shampoo = new PersonalCare("PP1", "Bobana Shampoo", "Head & Shoulders", 59.99, 3, false, "Hair Care");
```

```
Devices thermometer = new Devices("Digital Thermometer", "Omron", "Temperature Measurement", true);
Devices bpMonitor = new Devices("BP Monitor", "Microlife", "Blood Pressure Measurement", true);
```

```
// Create and setup inventory
Inventory inventory = new Inventory();
inventory.addStock(panadol, 10);
inventory.addStock(augmentin, 5);
inventory.addStock(ventolin, 3);
inventory.addStock(omega3, 4);
inventory.addStock(vitaminD, 6);
inventory.addStock(diapers, 20);
inventory.addStock(babyLotion, 7);
inventory.addStock(toothpaste, 15);
inventory.addStock(shampoo, 10);
inventory.addDevice(thermometer, 2);
//=====
branch.setInventory(inventory);
```



# Full Demo: Making Order

```
Order dummyOrder = new Order(inventory); //Initializing order class with our current inventory.

// Create initial "cart" of items.
ArrayList<Item> o1 = new ArrayList<>();
o1.add(panadol);
o1.add(vitaminD);
o1.add(diapers);

//Make an order with initial item
cs1.makeOrder(o1);
System.out.println(cs1.getOrder().getItems()); //Printing initial items in basket.

//Add an extra item to order
cs1.getOrder().addItem(shampoo, 1);
System.out.println(cs1.getOrder().getItems()); //Printing items to show item was added successfully

//Get order's total
double cs1O1Total = cs1.getOrder().calculateOrderTotal();

//New transaction created, of type cash, which needs required amount for order.
Cash cs1Cash = new Cash(cs1O1Total);

//Sorting items by price, makes it look neater in receipt.
cs1.getOrder().getItems().sort(null);

//Finalizing transaction.
cs1.getOrder().finalizeOrder(cs1Cash, 200); //Finalizing transaction with less than required amount
cs1.getOrder().finalizeOrder(cs1Cash, cs1O1Total); //Finalizing transaction with correct amount t
```

```
-----
Customer Making an Order
-----

[Item{'Panadol'}, Item{'Vitamin D3'}, Item{'Premium Diapers'}]
[Item{'Panadol'}, Item{'Vitamin D3'}, Item{'Premium Diapers'}, Item{'Bobana Shampoo'}]
Your total is 379.97
Cash transaction created. Please finalize order with $379.97
Invalid Payment
$200.0 is not enough.Your cart is still saved. Finalize order with correct amount to complete transaction.
Thank You! Cash Payment Complete
-----
Receipt
-----
Panadol 40.0
Bobana Shampoo 59.99
Premium Diapers 129.99
Vitamin D3 149.99
Total 379.97
-----
```

# Full Demo: Stock Tracking Feature

```
System.out.println("\n-----\nPrinting Medicine stock after order to show Stock Tracking Feature\n-----\n");  
inventory.showMedStock();
```

```
-----  
Printing Medicine stock after order to show Stock Tracking Feature  
-----  
  
Ventolin 3  
Strepsils 5  
Panadol 9
```

# Full Demo: Inventory Deducting Feature

```
System.out.println("\n-----\nSecond Customer Making Order to show Inventory Deducting Feature\n-----\n");
ArrayList<Item> o2 = new ArrayList<>();
o2.add(panadol);
o2.add(vitaminD);
o2.add(diapers);

cs2.makeOrder(o2);
System.out.println(cs2.getOrder().getItems());

cs2.getOrder().addItem(shampoo, 10); //Items won't be added. Not enough shampoos in inventory.
cs2.getOrder().addItem(vitaminB, 3); //Items won't be added. No vitaminB stock in inventory.

System.out.println(cs2.getOrder().getItems()); //Printing items to show Inventory Tracking is successful.

double cs2o2Total = cs2.getOrder().calculateOrderTotal(); // Total is $319.98
Card cs2Card = new Card(cs2o2Total, 300); // Customer provides card with $300 balance

cs2.getOrder().finalizeOrder(cs2Card, 300); //Customer tries to pay 330, even though his card has only 300.

Card cs2Card2 = new Card(cs2o2Total, 3000);

cs2.getOrder().finalizeOrder(cs2Card2, cs2o2Total);
```

Second Customer Making Order to show Inventory Deducting Feature

-----

[Item{'Panadol'}, Item{'Vitamin D3'}, Item{'Premium Diapers'}]

Sorry can't add that many Bobana Shampoo, we only have 9

Vitamin B3 doesn't exist in the inventory

[Item{'Panadol'}, Item{'Vitamin D3'}, Item{'Premium Diapers'}]

Your total is 319.98

Card transaction created. Card balance is \$300.0, and you need \$319.98 to finalize order.

Insufficient funds. Please try another card or add balance.

Card balance is not enough. Your cart is still saved. Finalize order with new card or add balance to complete transaction.

Card transaction created. Card balance is \$3000.0, and you need \$319.98 to finalize order.

Thank You! Card Payment Complete

-----

Receipt

-----

Panadol 40.0

Vitamin D3 149.99

Premium Diapers 129.99

Total 319.98



# Full Demo: Financials

```
Sales may14Sales = new Sales(may14);
Sales may15Sales = new Sales(may15);
//Let's record order1 for may 14 sales and order2 for may15 sales
may14Sales.addToTotalSalesToday(cs1o1Total);
may15Sales.addToTotalSalesToday(cs2o2Total);

//Constructor immediately sets the expenses for the day
Expenses may14Expenses = new Expenses(may14, operatingExpenses:100, wages:50);
Expenses may15Expenses = new Expenses(may15, operatingExpenses:1150, wages:50);
```

```
Financials may15Financials = new Financials(may15);
System.out.println(x:"\n-----\nFinancials of pharmacy at start of may 15\n-----");
System.out.println("Revenue: " + may15Financials.getRevenue());
System.out.println("Expenses: " + may15Financials.getExpenses());
System.out.println("Profit: " + may15Financials.getProfit());

//Or you can just use the toString method to get the same description
Financials may16Financials = new Financials(may16);
System.out.println(x:"\n-----\nFinancials of pharmacy at start of may 16\n-----");
System.out.println(may16Financials);
```

```
-----
Financials of pharmacy at start of may 15
-----
Revenue: 439.96000000000004
Expenses: 150.0
Profit: 289.96000000000004

-----
Financials of pharmacy at start of may 16
-----
Revenue: 759.94
Expenses: 1350.0
Profit: -590.06
```



**THANK YOU**