



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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Assignment 1

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Subject Name: System Design

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Q1. Explain the role of interfaces and enums in software design with proper examples. Ans:

Definitions:

- **Interface:** An interface acts as a **contract** that defines a set of methods that a class must implement, without providing the logic for those methods. It allows different classes to be treated uniformly based on what they can do rather than how they do it.
- **Enum (Enumeration):** An enum is a special data type used to define a **collection of constants**. It ensures type safety by restricting a variable to have one of only a few predefined values.

Role in a Payment Processing System: In a payment system, **interfaces** allow the application to support multiple payment providers (like Stripe, PayPal, or Square) using a standardized structure. **Enums** are used to represent fixed categories, such as the status of a transaction or the type of payment method used.

Example Code:

```
// Enum defining fixed payment statuses
```

```
public enum PaymentStatus {  
    PENDING,  
    COMPLETED,  
    FAILED,  
    REFUNDED  
}
```

```
// Interface defining the contract for any payment provider
```

```
public interface IPaymentProcessor {  
    void  
    processPayment(double amount);  
    PaymentStatus getStatus();  
}
```

```

}

// Concrete implementation for PayPal
public class PayPalProcessor implements IPaymentProcessor {
    public void processPayment(double amount) {
        System.out.println("Processing $" + amount + " via PayPal.");
    }
    public PaymentStatus getStatus() {
        return PaymentStatus.COMPLETED;
    }
}

```

Q2. Discuss how interfaces enable loose coupling with example. Ans:

Definition of Loose Coupling: Loose coupling is a design goal where components are independent of each other. By relying on interfaces instead of concrete classes, a change in one part of the system (like changing a payment vendor) does not require changes in the parts that use it.

Application in Payment Processing:

If a `CheckoutService` class is directly tied to a `StripeProcessor` class, it is "tightly coupled."

If the business decides to switch to PayPal, the `CheckoutService` code must be rewritten.

However, by using an **interface** (`IPaymentProcessor`), the `CheckoutService` only knows that it is talking to *something* that can process payments.

Example Code:

```

// High-Level Module: CheckoutService public
class CheckoutService {
    private final IPaymentProcessor paymentProcessor;

    // Loose Coupling: The service depends on the Interface, not a specific
    class
    public CheckoutService(IPaymentProcessor processor) {
        this.paymentProcessor = processor;
    }
    public void completeOrder(double total) {
        // The service doesn't care if it's Stripe, PayPal, or Bank Transfer
        paymentProcessor.processPayment(total);
        System.out.println("Order finalized with status: " +
            paymentProcessor.getStatus());
    }
}

// Usage public
class Main {
    public static void main(String[] args) {
        // We can easily swap PayPalProcessor for any other implementation
        IPaymentProcessor myProcessor = new PayPalProcessor();
        CheckoutService checkout = new CheckoutService(myProcessor);
    }
}

```

```
        checkout.completeOrder(150.00);  
    } }
```