

Object Oriented Programming

# Computer Store Management System

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What is this project about?

# Computer Store management System

This purpose of this project is to create an application based on an Online Computer Store. The application’s main purpose is to sale computer parts to customers. The application will consist of a user side and an Admin side.

# The User Side

The user side will require a user to login with their email ID and password and will be able to add products in cart and check out using any available checkout method. The application will support filing in order to save the items in the checkout and to make sure the user does not log out automatically upon application termination.

# The Admin Side

The admin of the application will be the store owner or any employee whose job would be to restock if the product is out of stock, change the prices, add sales etc.

Since this is a project and not an actual application, there will be two options when the application starts, the user will have the option to choose between admin and customer and should be able to sign in with their respective ID’s.

The admin will be given an ID and password hard coded in the program while the customer can register him or herself on the application.

# How will OO Concepts be applied on this project?

The program will heavily rely on object-oriented concepts. The Admin and Customer will have their own classes. A store class will be created with a sub class of every product type for example: RAM is a product having different models.

An employee class will also be used which will be managed by the owner class. The employee class will manage how the store works, while the owner will manage the employee salaries. The class Owner will consist of setters and constructors and employees will manage the products in the store. Filing will be used to save the information and expenses and how many products are available in the store.