

Bookshop

The project will entail an online bookshop system that will allow users/customers to purchase either physical books or audiobooks.

Person class contain the essential information for any human instance in this project.

The workers (staff) at the bookshop should be able to navigate through the inventory of the bookshop by adding or removing books.

The manager in the other hand should be able to do the same with the privilege of having access to banned/restricted books.

Customers have two payment options either with their credit card or in cash. Both of payment methods implements common operations for instance; they implement the same interface.

The shopping cart is used to track all desired books and their price, it is used during checkout also.

PromoCode class is used as a list to store all the promocodes with their discount percentage that on only managers can add to.

UML-diagram

