OOP Project 3 Script

UML Diagram

* I was all inspired this diagram from the combination of lab exercises and projects. For example the DataManagement comes from project 2 of OOP. This class is for collecting the data from all Member and stickers, FreeMember and PremiumMember is from the lab of inheritance, about the FreeMovieMember and PremiumMovieMember. And I build 2 interfaces with methods into it. Member.java is the class of the object that will be instantiated, both FreeMember and PremiumMember.

API Document

* In this document, we have many methods to try, my method example is from FreeMember.java, **public Member FindShoppingBuddy** with the parameter **Hometown**.
* The overall processes in this method are, 1) ……
* Let’s move on to the UI Wireframe session.