

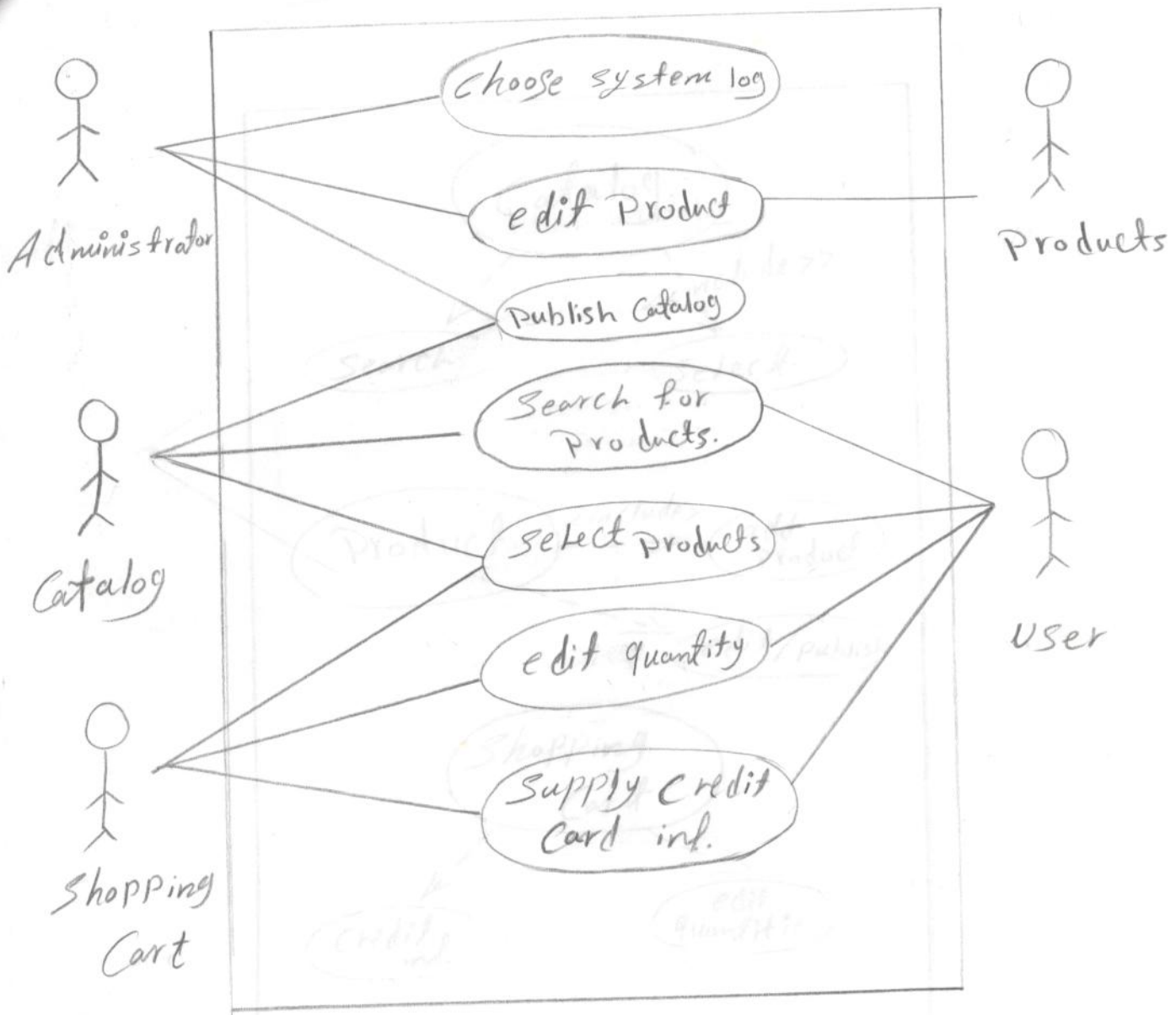
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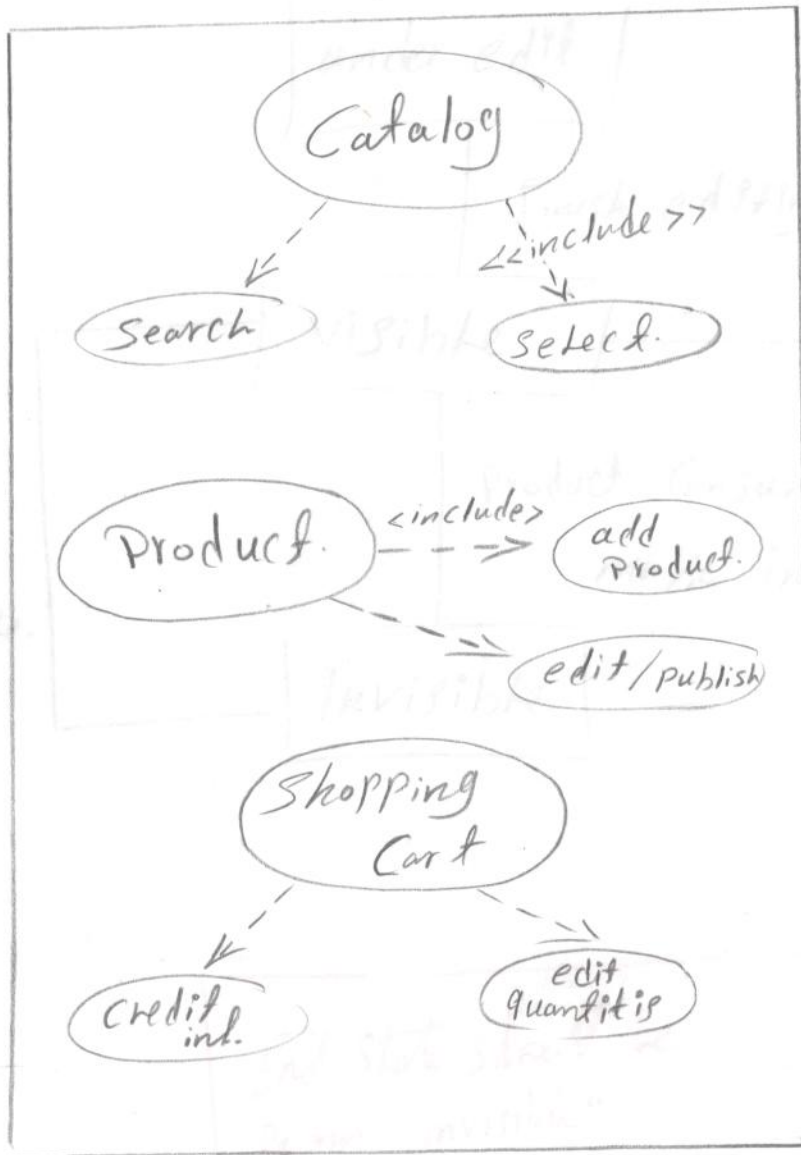
use case diagram (1)



concrete
model

concrete
prices

U1 Use Case 2

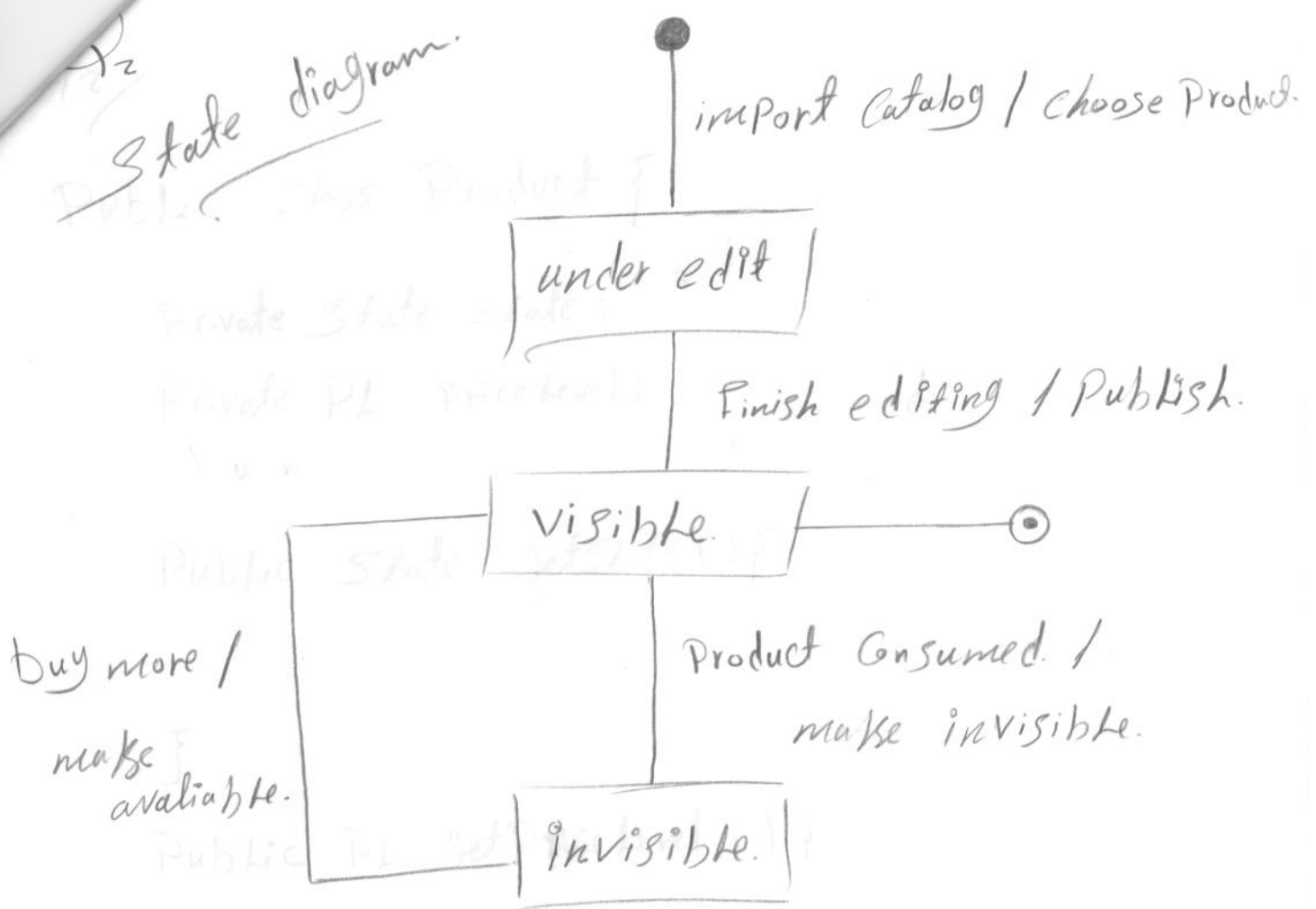


ing

concrete price1

concrete price2

State diagram.



End State should be from "invisible" as well

Mohamed Saad

concrete price

12/ public abstract class State {

Public class Product {

Private State state;

Private PL PriceLevel;

Public State getState() {

Public PL getPriceLevel() {

{

} // end class.



Public abstract class State {

Public static final int EDIT = 0;

Public static final int PUBLISH = 1;

Public static final int OUT_OF_STOCK = 2;

Public static final int SUPPLIED = 3;

Private static UnderEdit underEdit;

Private static Visible visible;

Private static UnVisible unVisible;

Public void start() {

}

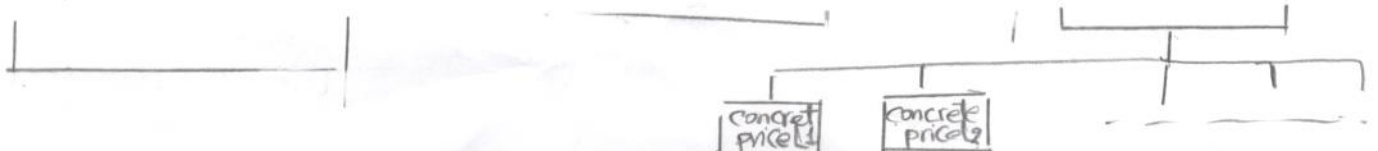
Public State processEvent (int event) {

}

Produce State nextState (int event) {

}

} //end class.



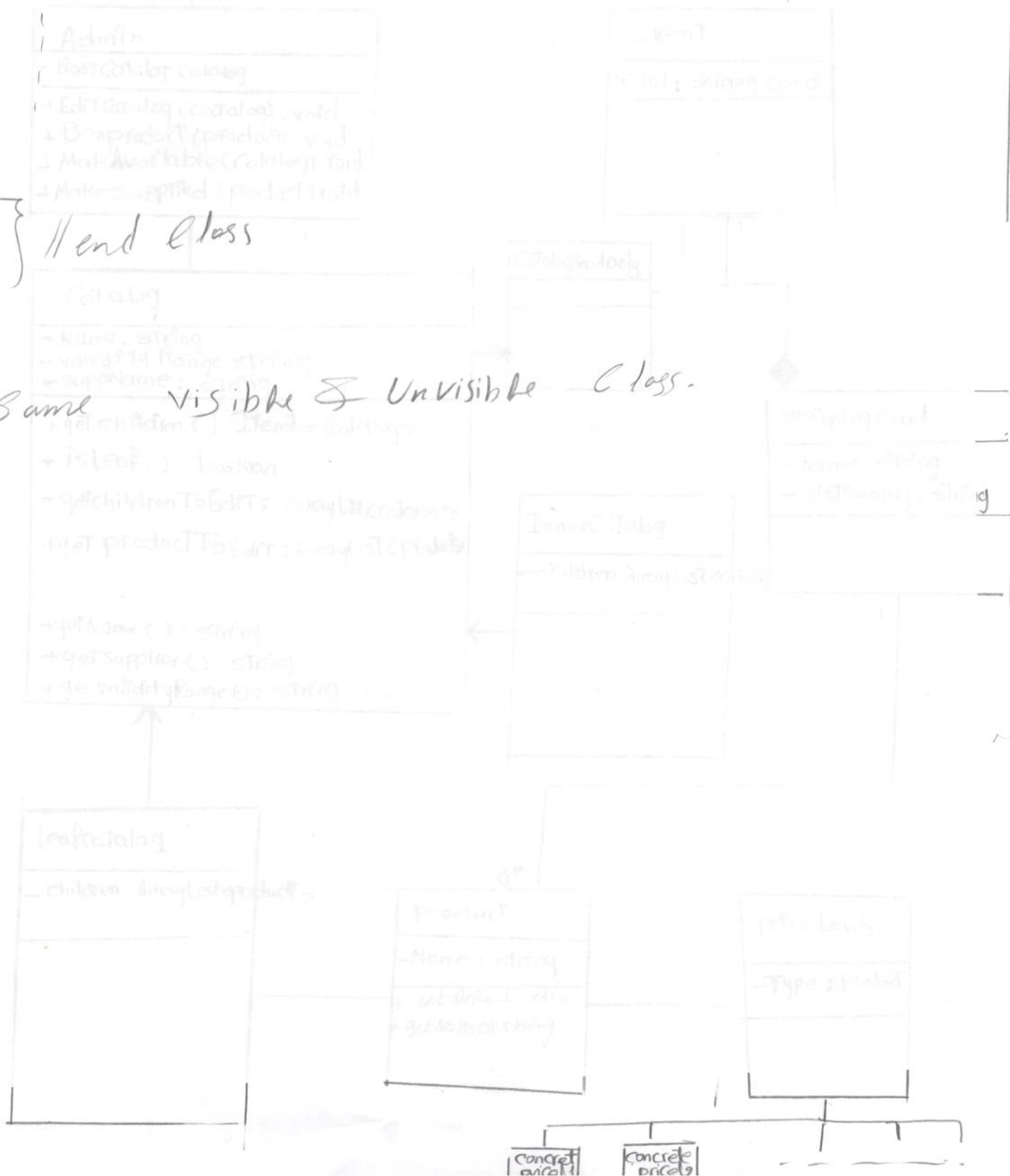
Public class UnderEdit extend State {

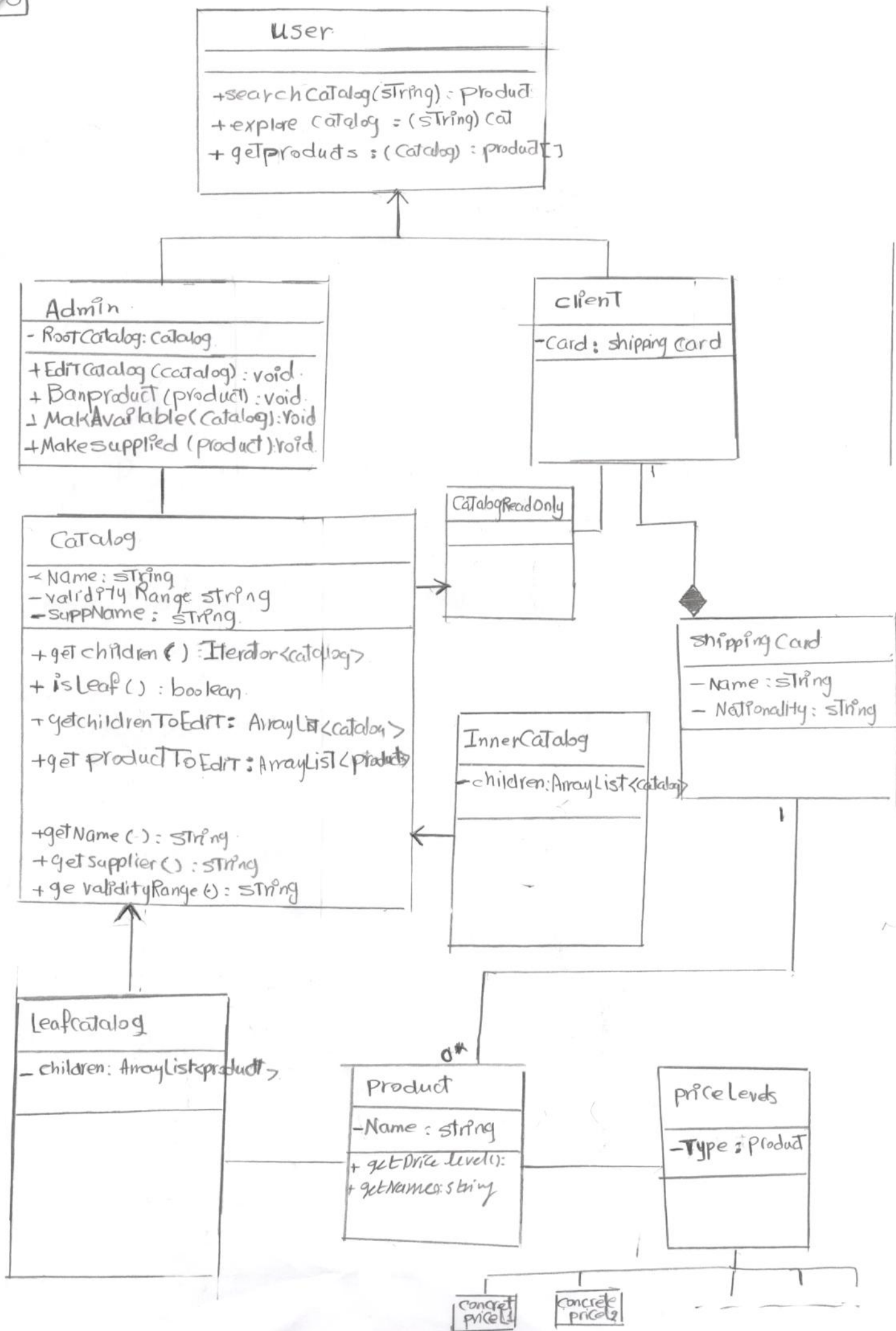
Public State nextState(int event) {

}

} //end class

the same visible & Unvisible class.






```

Interface user {
    public Product searchCatalog (String name);
    public Product[] getProducts (Catalog catalog);
    public Catalog[] exploreCatalog (String name);
}

```

```

public class Admin extends user {
    public Catalog RootCatalog;
    void EditCatalog (Catalog catalog) {
        ?
    }
}

```

```

public void BanProduct (Product product) {
    ?
}

```

```

public void MakeAvailable (Product product) {
    ?
}

```

```

public void MakeSupplied (Product product) {
    ?
}

```

```

public Product searchCatalog (String Name) {
    ?
}

```

```

{
    Interface method,
}

```

```

{
}

```

```

public Product[] Load (ProductDisplay screen sr)
    sr.Add();
    ? Turn prod 117

```

```
public class client {  
    shippingCard Card;  
}
```

```
public String getName();  
public Iterator <Catalog> getCatalogsToRead();  
public Iterator <Product> getProductsToRead();  
public boolean isLeaf();  
}
```

interface methods

```
public class client {  
    // ...  
}
```

implements CatalogReadOnly

```
public abstract class Catalog {  
    protected String name;  
    protected String validity Range;  
    protected String supplier Name;  
    public abstract getChildren();  
    public abstract boolean isLeaf();  
    public abstract Iterator <Product> getProductsToRead();  
    public Iterator <Catalog> getChildrenToRead();  
    public  
}
```

```
public class ... {  
    // ...  
}
```

```
public Product[] load(ProductDisplay screen sr)  
    sr.Add();  
}
```

```
public interface CatalogReadOnly() {
```

```
    public String getName();
```

```
    public Iterator <Catalog> getCatalogsToRead();
```

```
    public Iterator <Product> getProductsToRead();
```

```
    public boolean isLeaf();
```

```
}
```

```
public class LeafCatalog extends Catalog {
```

```
    throw exception when trying to access
```

```
    children catalogs, otherwise returns
```

```
    the iterator to var @ the ArrayList to
```

```
    the admin.
```

```
}
```

```
}
```

```
public class InnerCatalog extends Catalog {
```

```
    throw " " " " " "
```

```
    " products, " " " "
```

```
    " " " " " "
```

```
}
```

```
public Product[] load(ProductDisplay screen sr)
```

```
    sr.Add();
```

```
}
```

```

class shippingCard {
    private String name;
    private String Nationality;
    private String shippingNo;

    public String getName() {--};
    public " getNat () {--};
    public " getshippingNo() {--};
    public void setName (String Nm) {--};
    public void setNat (String Nat) {--};
    public void setshippingNo (String No) {--};
}

```

```

public Interface Pricelevel {
    public setUnitPrice (int no) {--}
    public getPrice (int numUnits) {--}
}

```

```

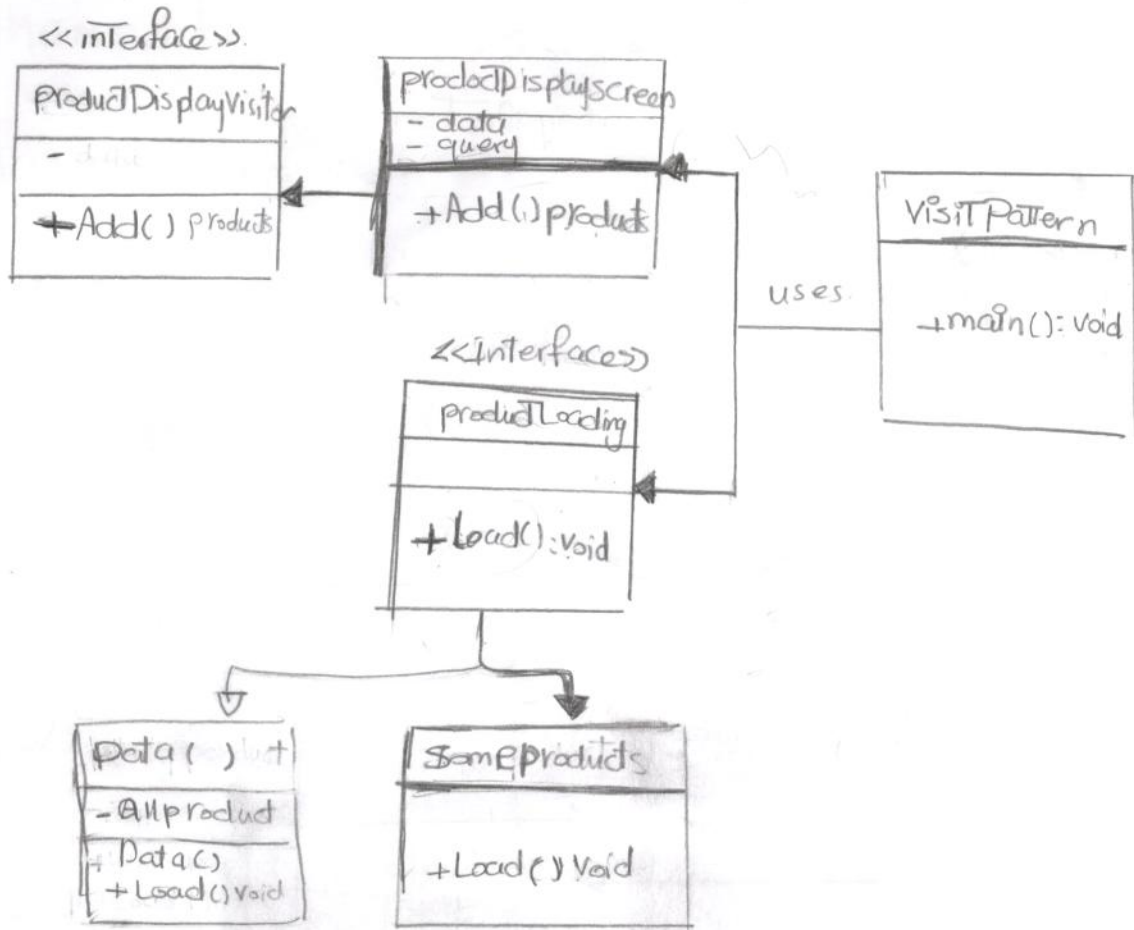
public class Product {
    public Product() {
        private ArrayList<Product> products;
    }

    public void load(ProductDisplay screen sr) {
        sr.Add();
    }
}

```

Q58

A Visitor design pattern



class

ProductDisplayScreen() {

private data

private query

public Products[] Add() {

return products[];

class

Data() {

private all products[];

public Data() {

}

public Product[] Load(ProductDisplayScreen sr)

sr.Add();

return products[];

class

SomeProducts() {

public Load(ProductDisplayScreen sr)

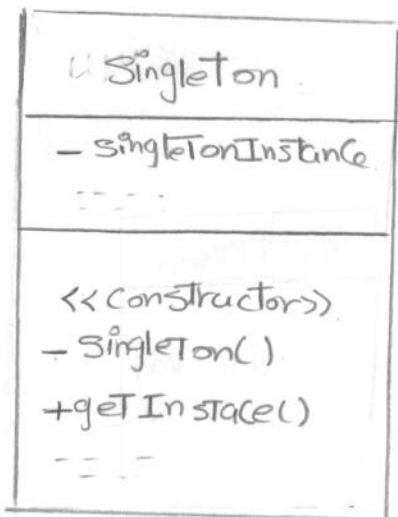
{

sr.Add();

}

}

Q68.



Singleton

Filter

