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Test:

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Question (1): Internet Presence create Catalog imPort Catalog & extens» Edit Catalog user sexteny>> Publish Catalog Search about Product afmin choice languge Select view Catalog Supplies Shipping affress check

Question (2) State Digrame. Created / given parametes nvisible edit / publish Visible make it available available Blocked block unavailable (eq. at product out of Blocking for short period and it should return tack to available What is the difference between visible & available !!! Mohand Saul

```
Question (2) & product Class
Class Product ( ) }
 private int unit Price;
  private float distrount Ratio;
  Private boolean editable;
  Product State State;
  Product ( int unit Price, flood discount Ratio) {
        this undfrice = undfrice
        this discount Rahor discount Ratio;
        this. State = new invisible ();
        this estable = true;
  Public boolean setPrice (int newfrice) {
     if (edituble) I this out Price = new Price;
        return true;
```

return false:

```
Public Void get Unit Price () { return this with Price . }
  Public boolean Set Discount Ratio ( Float new Ration
        if (this, editable) { this, dicount Rahoz new Raho;
        return true
      return false;
 Public float get Discount Raho () return discount Raho;
Public int get Price After Discount (int humber of Items)
       return number of items * discount Ratio;
Pubic Void Set State ( Product State new State) {
       this. State = new fate;
Public Product State get State () { return this State; }
```

```
Interface Product State ?
     Public boolean is Visible ();
     Public boleon editable ();
Abstract Clan Visible implements Product State?
   private final boolean visible = true;
  protected boolean available;
  Public boolean is Visible()
       return visible;
  Public boolean is Available ()
       return Available;
 Public boolean is Editable () {
       return true;
  Class Available extents Visible !
     Public Visible ()
          Super, available = true;
```

Question (2) : Java Skeleton Code.

Class Blocked extends Visible {

Blocked {) {

Super. available = false;
}

}

Clans Invisible implements Product State () {
Private final boolean visible = false, editable = true;

public boolean is Visible () { return visible; }

public boolean is Editable () { return editable; }

« constructor »

put Data ()

create (sink: SinkIF)

put Data ()

	non(3)	Admin	
CGS Tree structure is missing		- languages: String []; - password: String;	
" Com	posite"	of St. A. room Cale tage C	1;
desig	on pattern bloc	k	
Mohared Saad		edit and Rublish	
7 10 10	*	17	
	Product		Cadalog
	- Unit Price : Int; - discount Ratio : float; - editable; boolean; - State: Product State;		-products: Eist < Product) Visible: boblean
-	+ SetPrice (int): Void + get Unit Price (): int + set Uneditable (): Void + get Price After Discount (int): int + set State (Product State): Void + get State (): product State;	- Catalogs (catalog)	add Product (Product): - publish (): Void; - import (): - is Visible () boolean;
	addToCart (Cart): Void;		
Produ	ct State		User
1	Cart	Search & Select Order	- Shipping Address: String - Credit Info: map (String, Object - password: String
estion 2)	- products: List < Product >		
	+ add Product (Product): Void; + pour or Stuff (): Void;	1	+ get (art(): (art; + Check fassword(): beolean; + get Shipping Address(): Sting; + get (redit Info(): map;
	+ get products (); list < Product)		+ update Shipping Address (String): W

```
Public Class Cart [

// list of products in the Users' cart

private list < product > products;
```

```
Madd product to cont

public void add Product (Product new Product) {

products.add (new Product);
```

```
Hempty the cort after payment
Public void payforStuff () {

products_empty();
```

```
1/ return all carts products.

Public List ( Product) get Products {

return produts

1
```

Class User { private String Shipping Adress , password; private map. < string, Object > CreddInfo private Cart my Cart; User (String Shipping Adress, map & String, Object Credit Info, & Stong password) this - password = password; this Credit Info = Credit Info; this. Shipping Address = Shipping Address Public Cart get (art () { return my Cart Public Strong get Shipping Adress () { return shipping Admess

public map < String, Object > getCreditInfo()

1 return CreditInfo;

Public Boolean Check Password (String Password) {

if (this. password == password) }

return true; }

return false

Public update Shipping Address (Shing new Address) {
Shipping Address = new Address;
}

Public Update Card Info (Shing key, Object new Info) }

Credit Info. Set ('key', new Info);

```
Class Catalog {
```

Private list (Product > products }

Private boolean Visible;

Public Catalog 1

Visible = false;

Products = new Arraylist < product > 1);

3

Il adding product to Catalog after Checking CGS by the System.

Public void add Product (Product new Product);

products add (new product);

Public void publish () {
this visible = true;

Class Admin] private final String [] languages = { "English", "Analore", "Spanish" " French", "Italian"]; private String passwood Public Admin (String password) { this · password = password;

Class Cgs {

List < Catalog > Catalogs;

Public add Product (Product new Product) {

Cotalog suitable Catalog = Search Suitable Catalog (new Product);

Suitable Catalog. and (new Product);

Private Search Suitable Catalog (Product add Product)

Question(5) Post design pattern UML client 0.* Manage Renseble-Objects marager Usesa Reusable Pool Reusable Kronstructors) - Reusable Pool + getInstance () + aguire Reusable () : Reusable + release Rensable (: Rensable) + set Max Pool Size (max & ree: int) This is wrong answer Pool is not for Paggino Mohand Saal