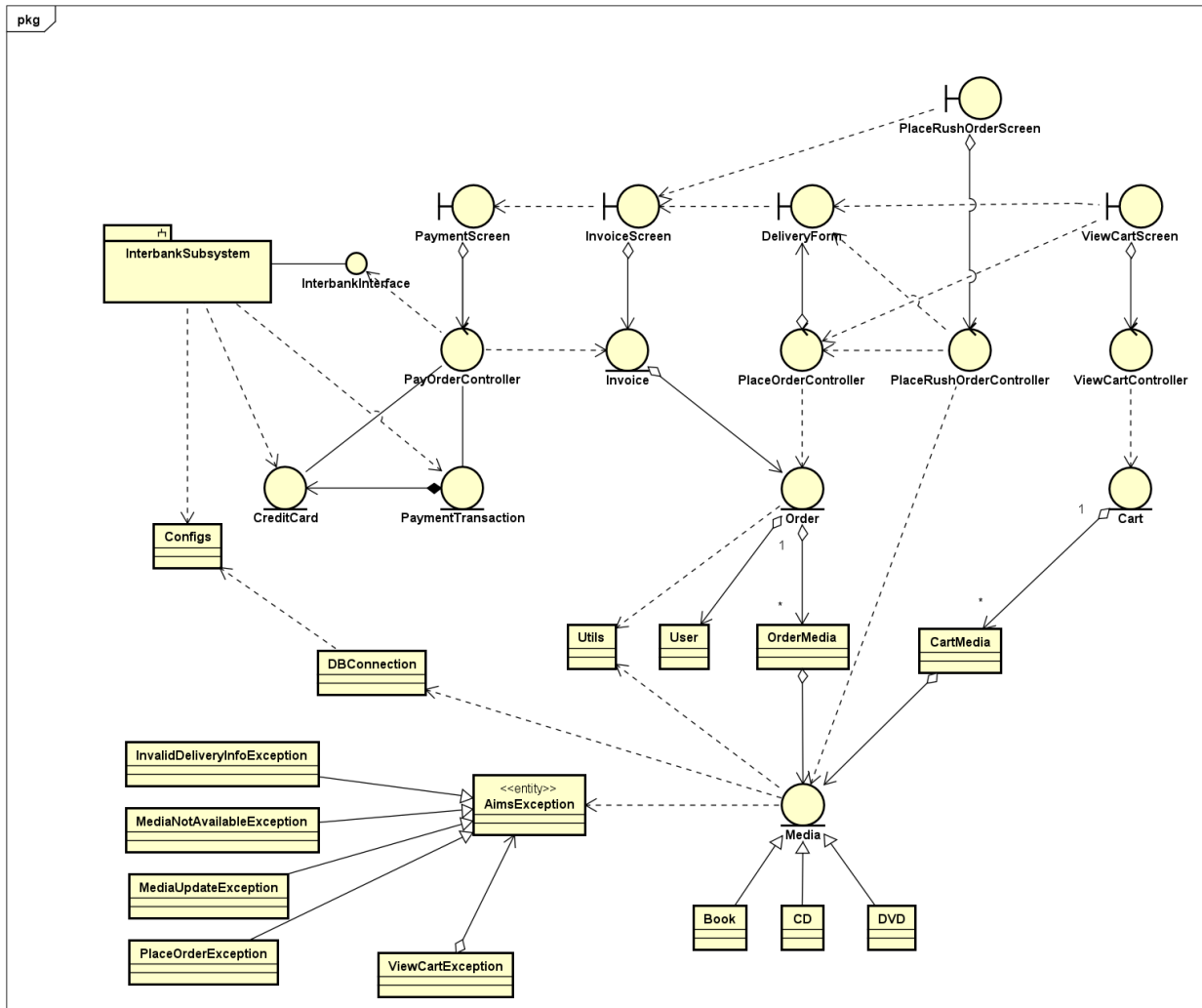
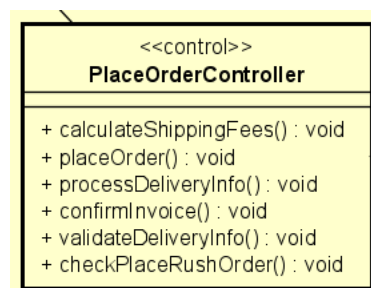


1. Class design for “Place order”

1.1 Define relationships between classes



1.2 Class design



Operation

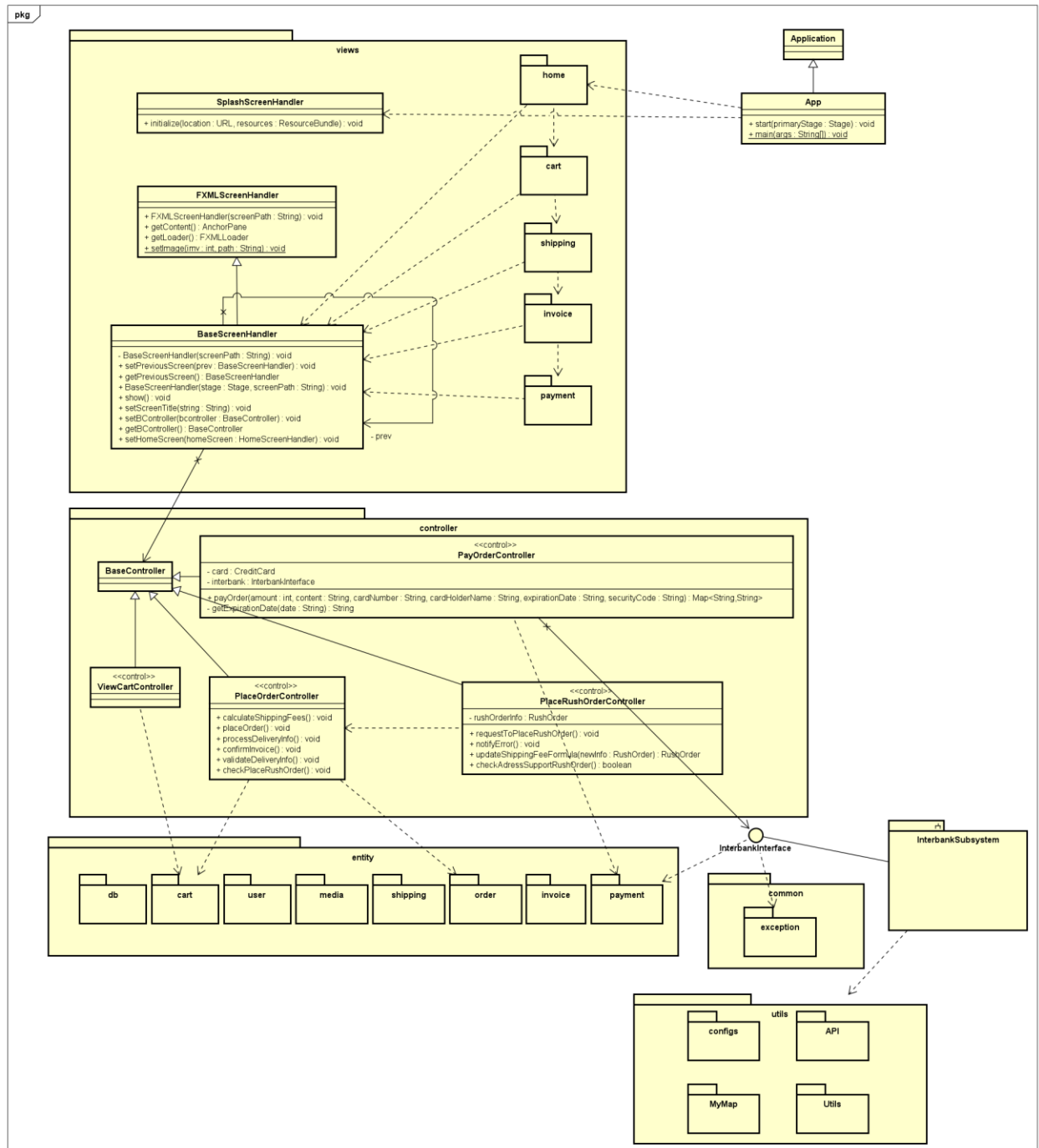
#	Name	Return type	Description (purpose)
1	PlaceOrder	void	Receive request to place order

2	processDeliveryInfo	void	Operate delivery info
3	calculateShippingFees	void	Calculate shipping fee
4	checkPlaceRushOrder	boolean	Check if user choose rush order
5	validateDeliveryInfo	void	Check validation of info
6	confirmInvoice	void	User confirm invoice

Exception:

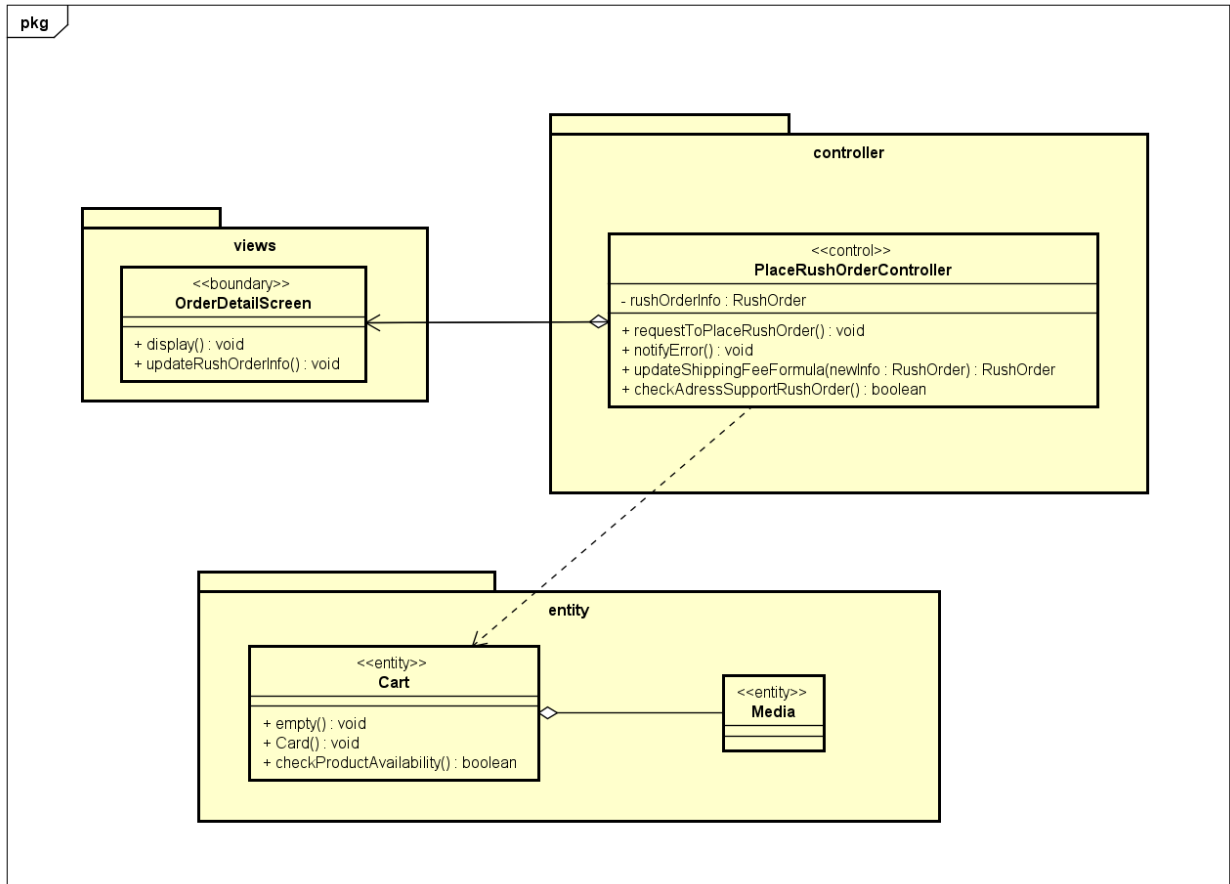
- none

1.3 Class diagram

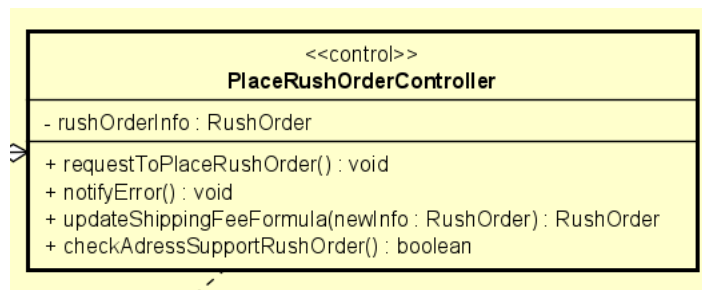


2. Class design for "Place rush order"

2.1 Define relationships between classes



2.2 Class design



Attribute

#	Name	Data value	Default value	Description
1	rushOrderInfo	RushOrder	null	Stores all the media info and shipping info of each media

Operation

#	Name	Return type	Description (purpose)
1	requestToPlaceRushOrder	void	Receive request to place rush order if user chooses to place rush order
2	notifyError	void	Return error to screen

3	updateShippingFeeFormula	RushOrder	Update shipping fee if rush order is supported
4	checkAddressSupportRushOrder	boolean	Check address for rush order

Parameter:

- Cart: the cart of user
- newInfo: updated info from user

Exception:

- none

2.3 Class diagram

