**MODEL OF SHOP**

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**Project description:**

**To make a project with implementation of:**

1. **Interfaces:**

* IPersons with methods Get Name() and Buy()
* IComparable for ordering made orders.

1. **Inheritance,** –classes customers and employees which inherits from interface, class order will inherit from IComparable interface for ordering and showing information about order.
2. **Encapsulation –** some of variable would be made private and access to them will be implemented with {get,set} functions.
3. **Delegates:** reference to the creating an Order, adding goods and counting Sum.
4. **Overriding** – showing a list of made orders with overriding ToString method and ordering them after some filter.
5. **Overloading** – creating methods with different type n parameters.

Make a Console Application model of SHOP. Shop have customers and workers. Customers depending of type of customer have some discount when making an order. Workers are subdivided in categories which also gives discounts. You can create a new order and look through existed orders.

**Motivation**

I think this project can show all different options, connections and possibilities of object orienteered language C# and implementation them in application that represent real function of company that sell products.

**UML**

Et billede, der indeholder skærmbillede

Beskrivelse, der er oprettet med meget høj sikkerhed