



**OOP-Semester Project** 

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Submission 2

# Class Diagram & relation:

### Customer

### **Properties:**

Private Name: string

Private Contact no: string

Private City: string

Private Country: string

Private Bill: Double

#### **Behaviors:**

Public Customer(): Customer

Public Productinfo()

Public Customerinfo()

Public CustomerCart()

Public CartTotatBill()

# RegularCustomer

#### **Properties:**

Public discount: double

#### **Behaviors:**

**Public** 

RegularCustomer(name,cno,bill):

# **IrregularCustomer**

### **Properties:**

Public discount: double

#### **Behaviors:**

**Public** 

IrregularCustomer(name,cno,bill):

### **Employee**

#### **Properties:**

Private Name: string

Private gender: String

Private salary: int

#### **Behaviors:**

Public Maleemployee(name, salary)

Public Femaleemployee(name,salary)

Public other(name, salary)

# Maleemployee

#### **Properties:**

Private Name: string

Private post: string

Private salary: String

#### **Behaviors:**

Public manager(name, salary)

Public cashier(name, salary)

Public labor(name, salary)

# **Femaleemployee**

#### **Properties:**

Private Name: string

Private post: string

Private salary: String

#### **Behaviors:**

Public manager(name, salary)

Public cashier(name,salary)

Public labor(name,salary)

### **Other**

#### **Properties:**

Private Name: string

Private post: string

Private salary: String

#### **Behaviors:**

Public manager(name, salary)

Public cashier(name, salary)

Public labor(name,salary)

# Manager

#### **Properties:**

Private loginID: string

Private password string

#### **Behaviors**

Public manager(String,int)

Public getemployeeinfo()

Public vendorinf()

Public addemployee()

Public removeemployee()

Public editemployee()

Public addvendor()

Public subtractvendor()

### **Cashier**

### **Properties:**

Private loginID: string

Private password string

#### **Behaviors**

public cashier(String,int)

Public getemployeeinfo()

Public forbilling()

### Labor

#### **Behaviors**

Public labor(name, salary)

# **Vendor**

### **Properties:**

Private Name: string

Public Duration: int

**Behaviors:** 

Public Vendor(string);

Public regular(string)

Public new(string)

# **NewVendor**

**Properties:** 

Private Name: string

**Behaviors:** 

Public NewVendor(string);

# **RegularVendor**

### **Properties:**

Private Name: string

Private Duration int

**Behaviors:** 

Public RegularVendor(string);

# **Boss**

# **Properties:**

Private name string

Private password int

# **Behaviors:**

Public boss(string,int)

Public employeeinfo()

Public vendorinfo()

Public products()

Public customerinfo()

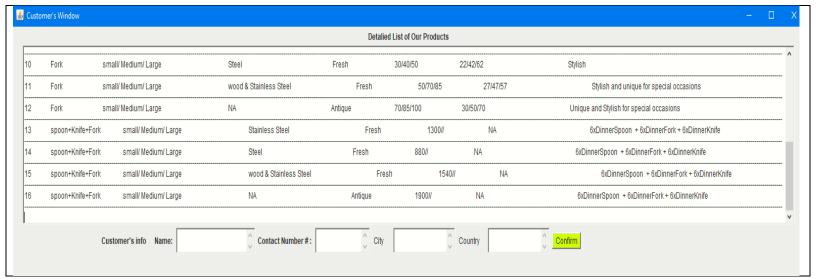
### List of Files and their data:

| File             | DATA |                 |               |          |       |          |             |  |
|------------------|------|-----------------|---------------|----------|-------|----------|-------------|--|
| Productinfo.csv  | Name | Size            | Material      | Туре     | Price | Weight   | description |  |
| Employeeinfo.csv | Name | Gender          | Salary        | Post     | ld    | password |             |  |
| Customerinfo.csv | Name | Contact<br>no   | City          | Country  | bill  | Discount | visited     |  |
| Vendorinfo.csv   | Name | Office location | Contact<br>no | duration |       |          |             |  |
|                  |      |                 |               |          |       |          |             |  |

# **Progress:**

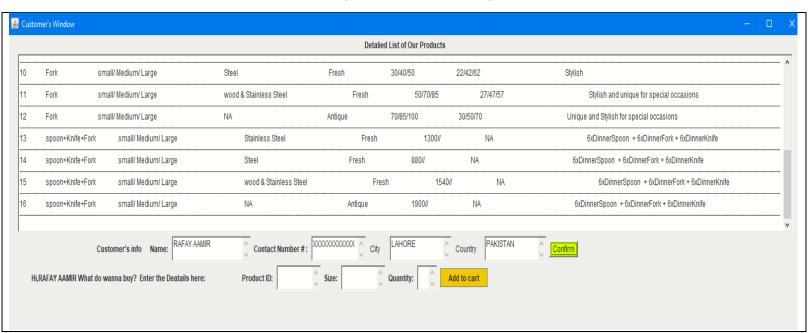


After running the code this window appears and when I click on customer button then Customer's Window appears and looks like:



# **Description:**

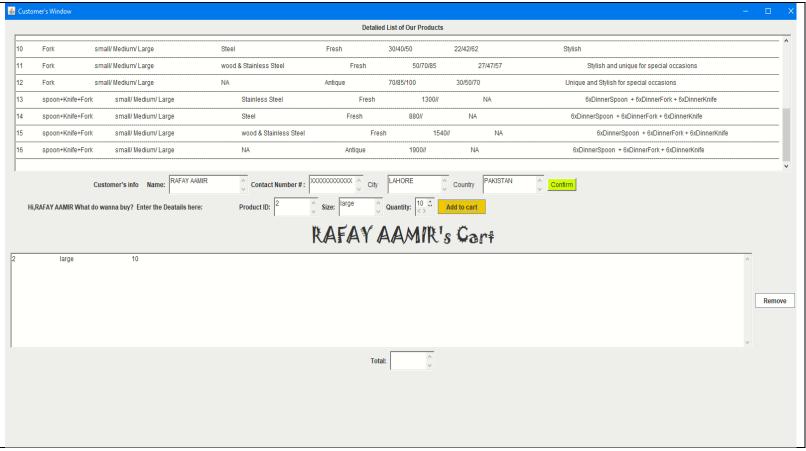
On the top of the window it shows Company's Product list with complete description and price. After that customer have to write name, Contact no, City, Country. When he press confirm then customer's information will be written in customerinfo.csv file and some content will be added to the Frame (Customer's Window).



Now, Customer has to enter the info about product that he wanna buy.

Ex: Product id, It's Size, and no of pieces.

When Customer presses the button (Add to cart) the Customer's window will be modified like this.



Customer's name will be displayed as shown above and info of his cart as well.

If Customer wants to remove his cart then he just have to press the button (Remove) and his cart will become empty.