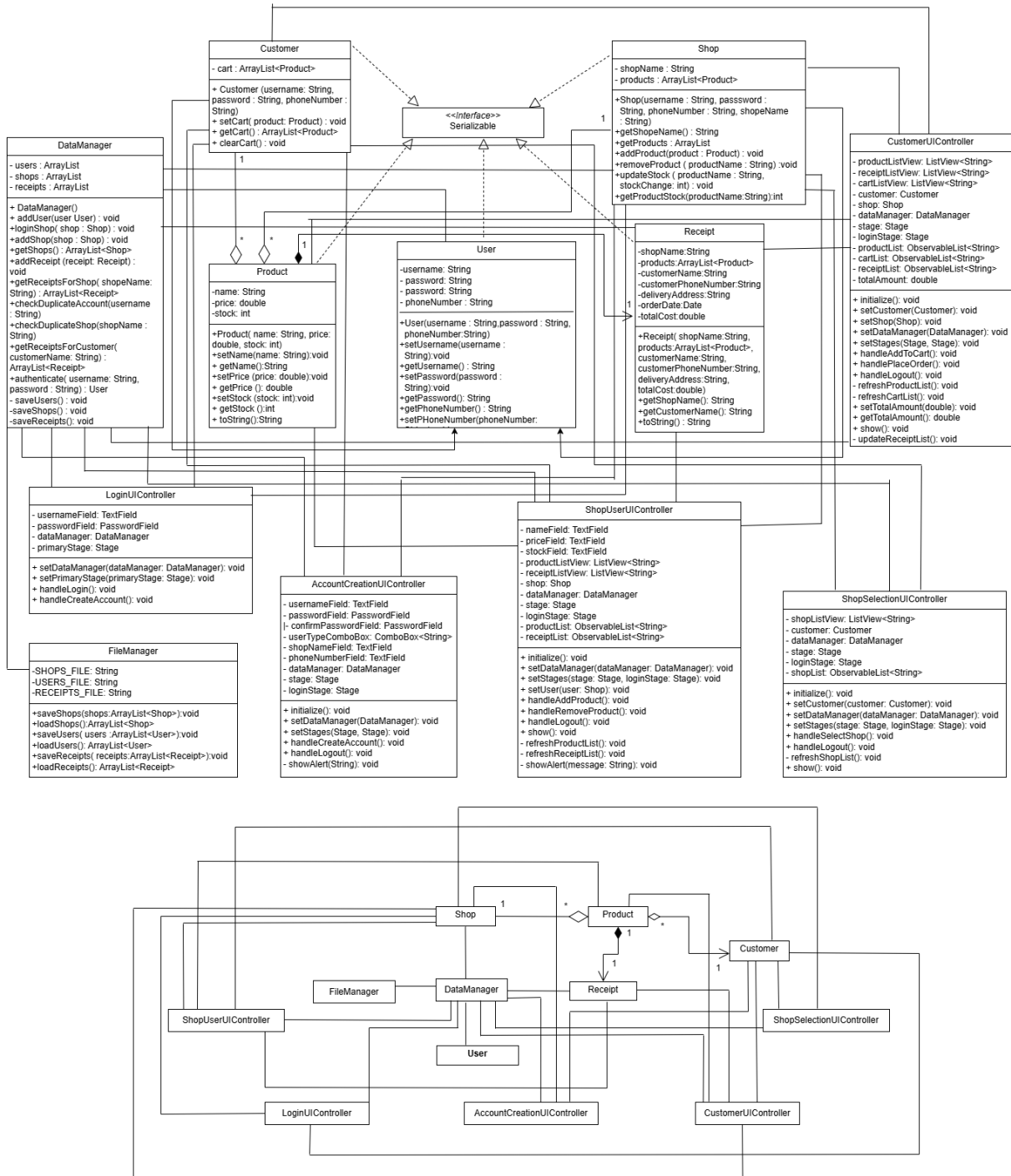


UML Diagram



Project Description

About Project: Our project is about a grocery management system name The Crimson Grocery that makes it easy for both customers and shop owners to buy and sell goods. The system provides different interfaces for customers and shop owners.

For Customers:

- 1.Account Creation: Customers must create an account before making any purchases.
- 2.Product Selection: Customers can choose products from various shops.
- 3.Shopping Cart: Customers add their desired products to the cart and confirm the purchase.
- 4Automatic Stock Update: The stock levels are automatically updated after a purchase.
- 5.Order History: After placing order customers can see their order history.

For Shop Owners:

- 1.Account Creation: Shop owners must create an account to start selling.
- 2.Product Management: Shop owners can add products and update their stock levels.
- 3.Receipt: Shop owners can also see their sells through receipt.

Class Description: In this project there are 12 classes and 1 interface have used. The brief description of the classes and interface is given below,

Serializable: There is a marker interface name serializable, which doesn't have any methods. It creates byte stream and helps to read and write data from file

Customer: Customer class is for handling the customer user interface.

Shop: With the help of Shop class, the shop owner user interface is being built.

User: User class is an Abstract class which is extended by Customer and Shop class.

Product: Product class is connected with shop and customer class. Adding product in the cart or in the shop, removing product from the cart or shop, updating product list etc are part of this class.

Receipt: Receipt lass is also associated with shop and customer class. Both a customer and a shop owner can able to see a receipt where they can see their buying and selling history respectively.

DataManager: This class is used for managing data from all the classes.

FileManager: Reading and writing data from file is the part of this class. This allows us to persist data, making sure that our application can save and retrieve information as needed.

ShopUserController: This class is used for shop user interface.

ShopSelectionUserController: This class handles the shop choosing option.

LoginUIContoller: This class creates login user interface.

AccountCreationUserController: New account can be created as a customer or as a shop owner with the help of this class.

CustomerUserController: This class operates customer user interface.

JavaFX: JavaFX have been used to give a graphical structure to our project.