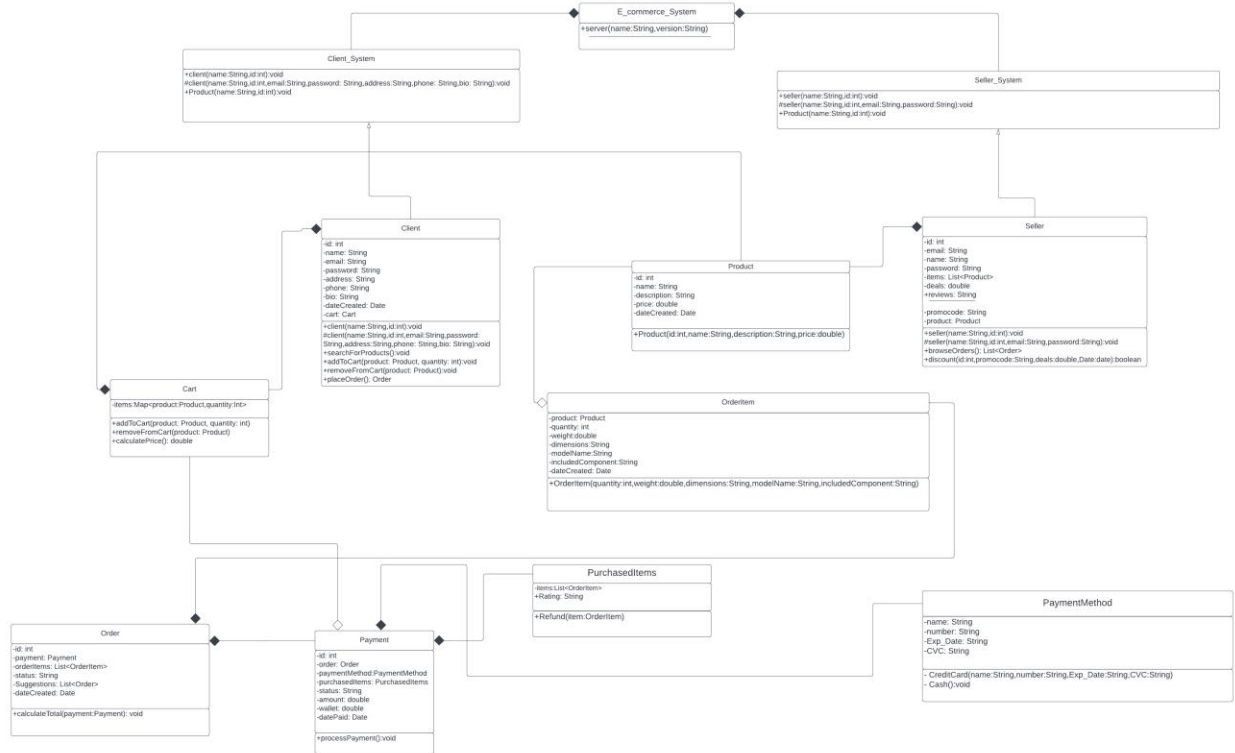


E_commerce_System



A brief description:

E_commerce_System: an interface that updates the client and seller systems' servers.

Owns a Client System and Seller System.

Client_System: is an interface that has methods for the client's information and product method for overriding the latest product ordered by the client.

Client: is a class that inherits from the client system to declare information for every client, search for products, add the product to the cart or remove it and place an order for delivery.

Cart: a class that adds or removes products with a specific quantity and calculates the price of all products in the cart.

Order: a class calculates the total payment and shows the order ordered by the client status.

OrderItem: is a class that declares information about the order.

Seller_System: an interface with methods for seller's information and product method for overriding the latest product uploaded by the seller.

Seller: is a class that inherits from the seller system to declare information for every seller, browse orders, and every seller can discount items from random promo codes for a limited time.

PaymentMethod: a class with sensitive information about payment for credit cards and in case of cash return.

Payment: is a class that shows the user the payment information, including the status of the order, whether it is successful or not, and updates the balance in the wallet.

processPayment method is used for making a delay between the payment and payment method page (A button may do that).

PurchasedItems: This class refunds order items and has an option for rating an item.

Product: is a class that stores product information.