



**INDIVIDUAL ASSIGNMENT**

**CT038-3-2 OODJ**

**Object Oriented Development with Java**

**Hand-Out Date: 1<sup>st</sup> December 2017**

**Hand-In Date: 5<sup>th</sup> March 2018**

**Lecturer: Miss Minnu Joseph**

**UC2F1711IT-ISS**

**Contents**

1. Introduction.....	4
----------------------	---

## Retail Order Management System

2. Assumption.....	4
3. UML Diagrams.....	5
3.1. Use-Case Diagram.....	5
3.2. Class Diagram.....	6
3.3. Activity Diagram.....	7
4. Sample of Code.....	12
4.1. Package.....	12
4.2. Header Files.....	12
4.3. Class.....	12
4.4. Object.....	13
4.5. Method.....	13
4.6. Constructor.....	13
4.7. Inheritance.....	14
4.8. Polymorphism.....	14
4.9. Abstraction.....	15
4.10. Interface.....	15
4.11. Exception Handling.....	15
5. Application Output.....	16
5.1. Application Users.....	16
5.2. New Customer Register.....	16
5.3. Login.....	17
5.4. Admin Options.....	18
5.5. Customer Details.....	18
5.6. Customer Options.....	19
5.7. Product Details.....	21

## Retail Order Management System

5.8. Product Options.....	22
5.9. Order Details.....	24
5.10. Customer Order.....	25
5.11. Payment Selection.....	25
6. Additional Features.....	26
6.1. New Customer Register.....	26
6.2. Payment Selection.....	27
7. Conclusion.....	28
8. References.....	29

## 1. Introduction

## Retail Order Management System

Developed Application is Retail Order Management System through which a customer can order multiple products online. This keeps the record of the customers and their order details in a database (text-file). It gives the functionality to the admin who can access through customer details and keep track, update and check the records of customer details whenever it is required. The application has been developed with java programming language which is an object-oriented programming language.

As of 2016, Java is one of the most popular programming languages in use particularly for client-server web applications, with a reported 9 million developers. Java was originally developed by James Gosling at Sun Microsystems (which has since been acquired by Oracle Corporation) and released in 1995 as a core component of Sun Microsystems' Java platform. The language derives much of its syntax from C and C++, but it has fewer low-level facilities than either of them. Java is a general-purpose computer programming language that is concurrent, class-based, Object-Oriented, and specifically designed to have as few implementation dependencies as possible. Object-Oriented Programming (OOP) uses "objects" to model real-world objects. Object-Oriented Programming (OOP) consist of some important concepts namely Encapsulation, Polymorphism, Inheritance and Abstraction. These features are generally referred to as the OOPS concepts which has been used in this application as well.

### 2. Assumption

In this application, there are basically three users who can access the system. Firstly, admin, who has the privilege to add, delete, modify, view and search customers as well as products whose details are stored in the database (text-file). Admin can also view the customer order details by accessing through their customer ID. Another user are customers who can place order with particular order ID which is auto generated while placing an order. They can select multiple products from the product list and add to cart to view their selected products and their details (type and rates) and total amount. These order details are stored in database (text-file). The application provide couple of features for payment i.e. either pay cash on delivery or payment via customer's A.T.M. card. Lastly, if there is a new customer who wants to view the products and place an order then he needs to register first by filling the register form to become a member and to have access in the system.

### 3. UML Diagrams

# Retail Order Management System

## 3.1. Use-Case Diagram

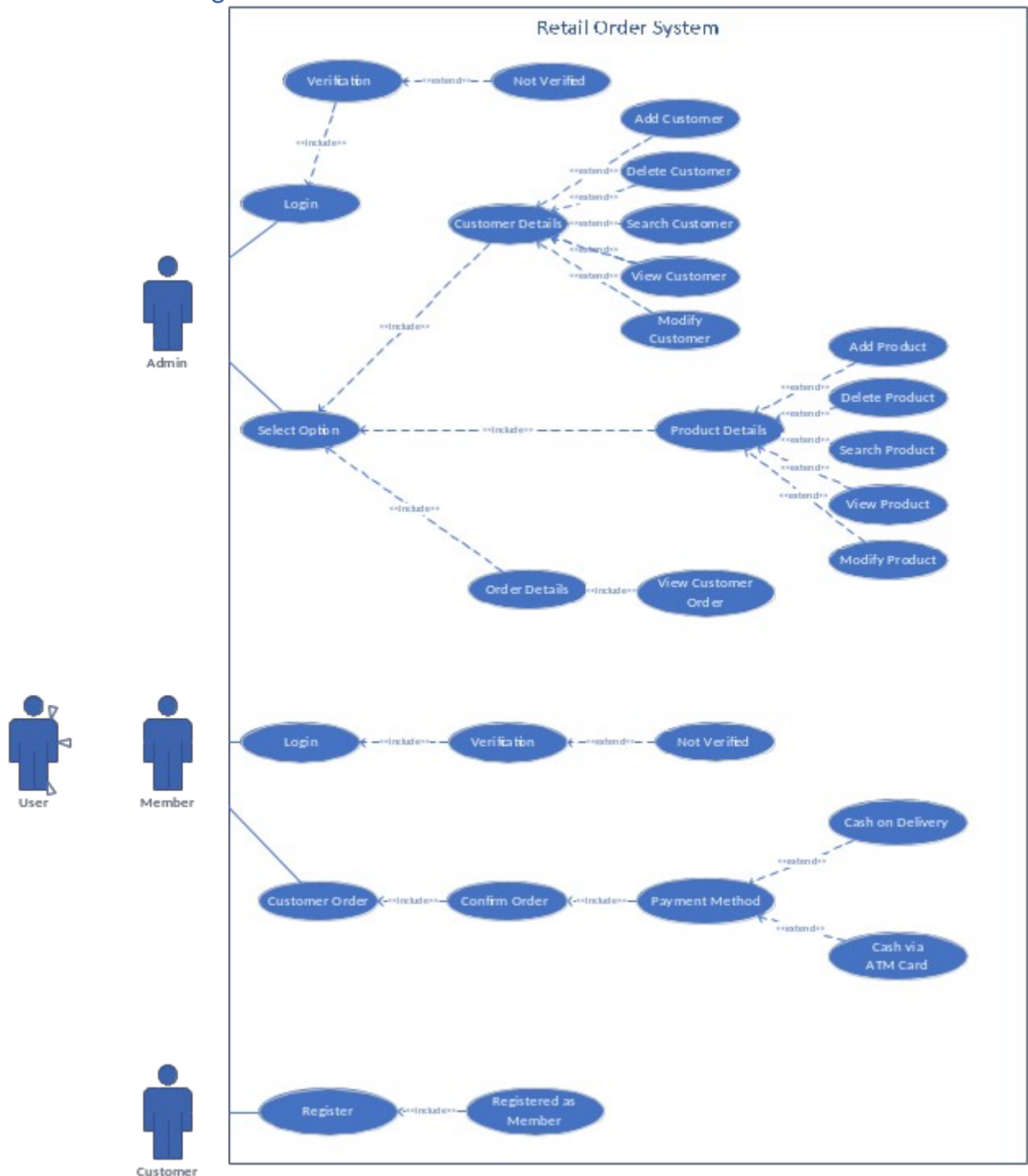
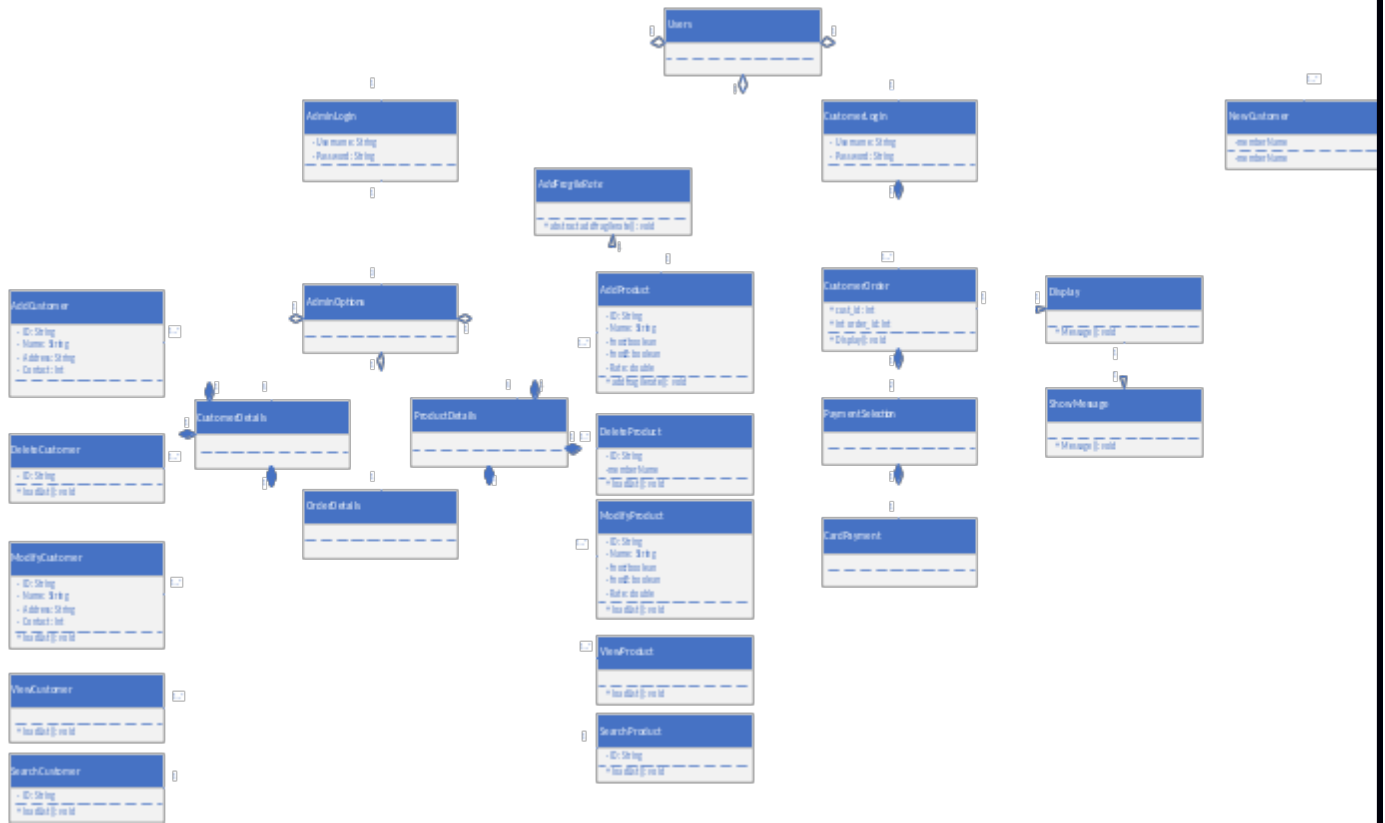


Fig 3.1.1: Use-Case Diagram

## 3.2. Class Diagram

# Retail Order Management System



## 3.3. Activity Diagram

### 3.3.1. Admin Login

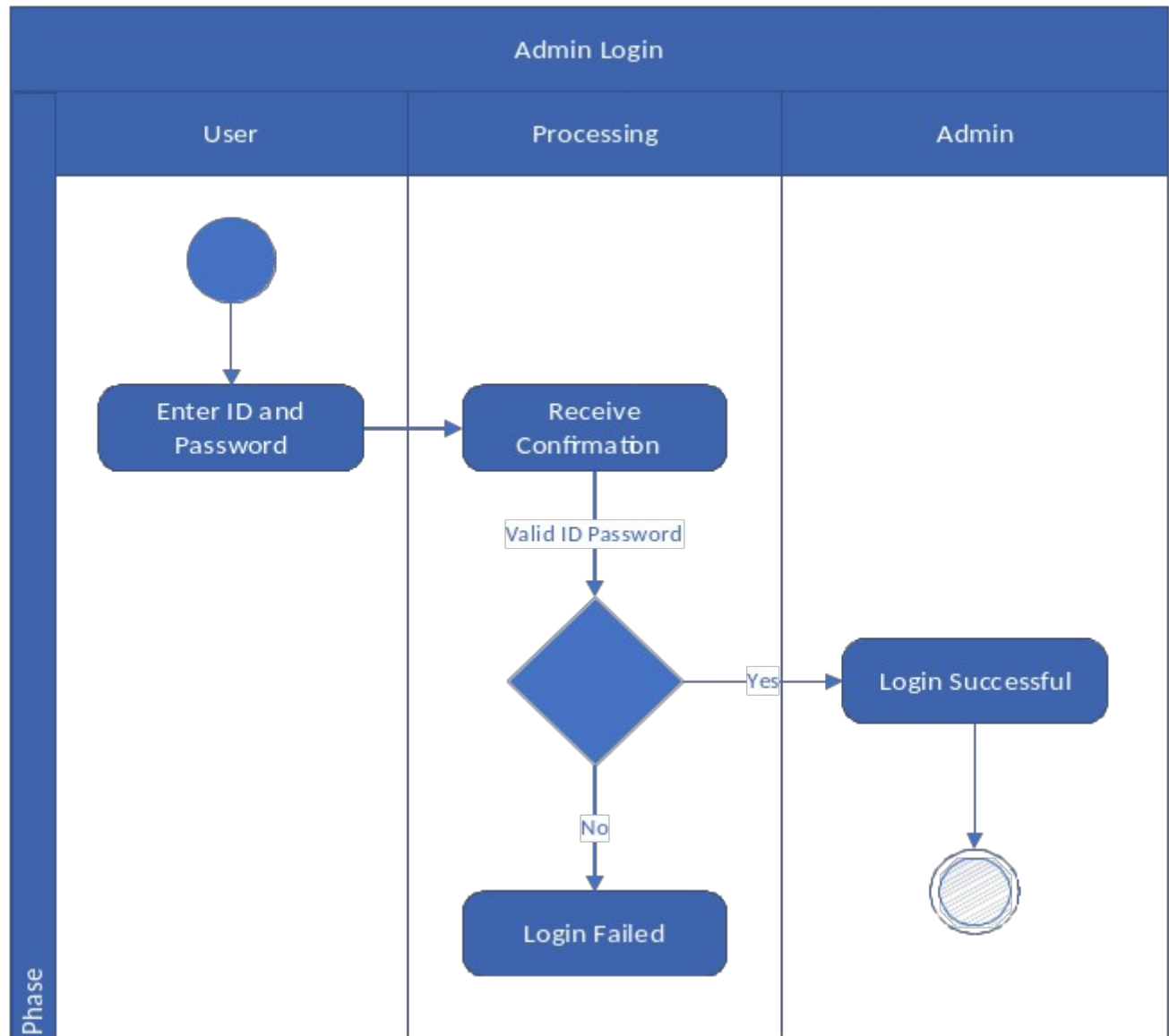


Fig 3.3.1 Admin Login

## 3.3.2. Add Customer

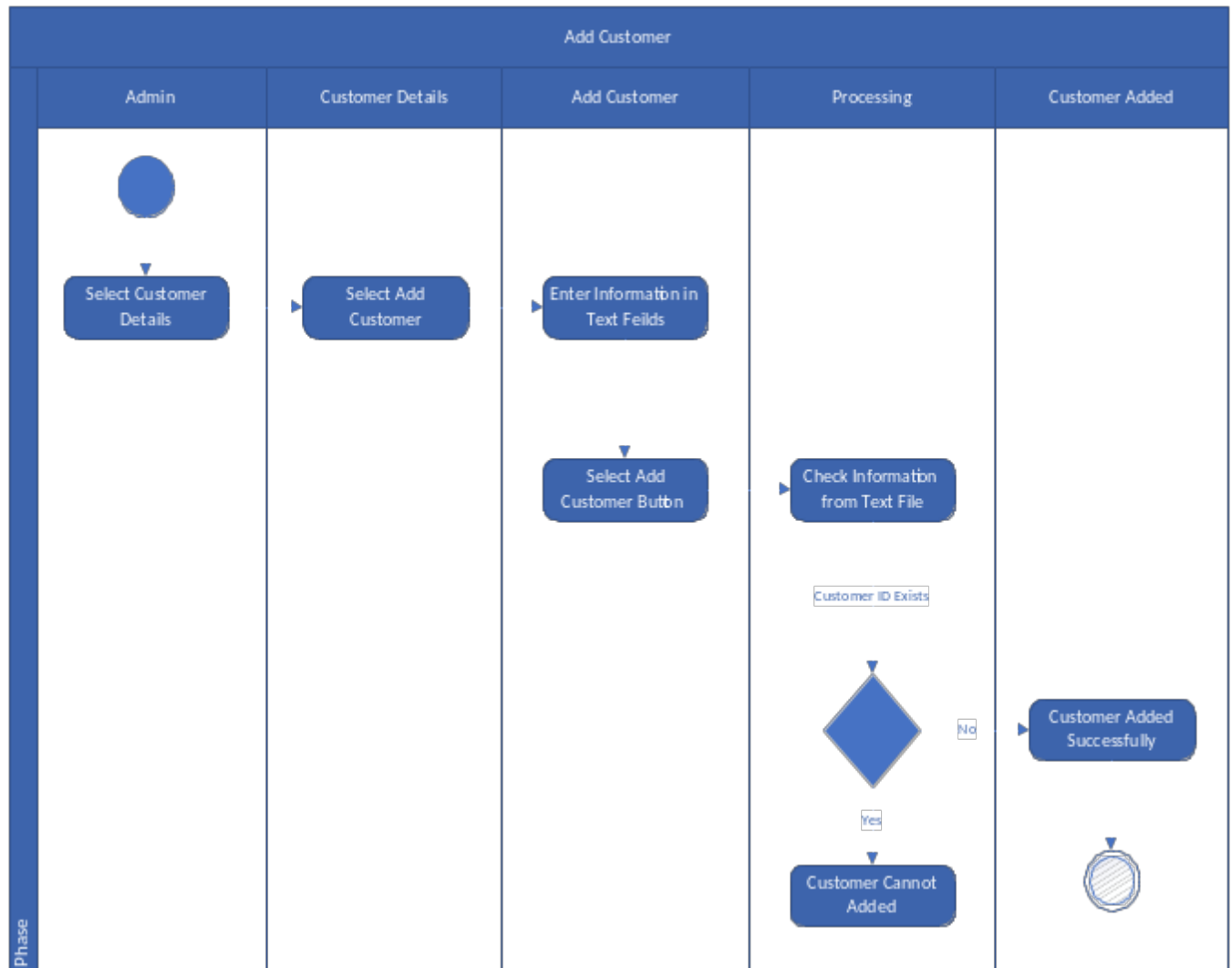


Fig 3.3.2 Add Customer

## 3.3.3. Delete Product



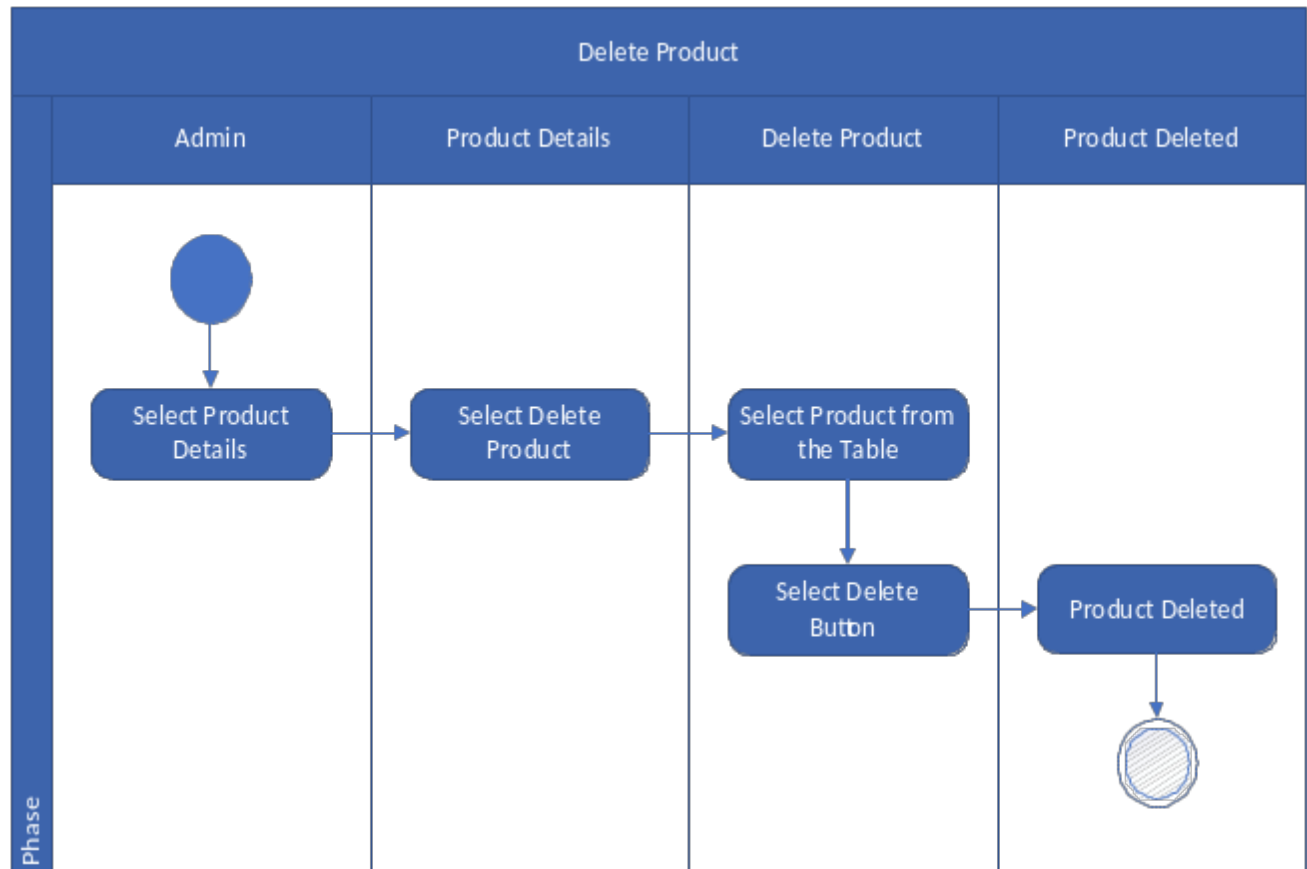


Fig 3.3.3 Delete Product

### 3.3.4. Modify Product

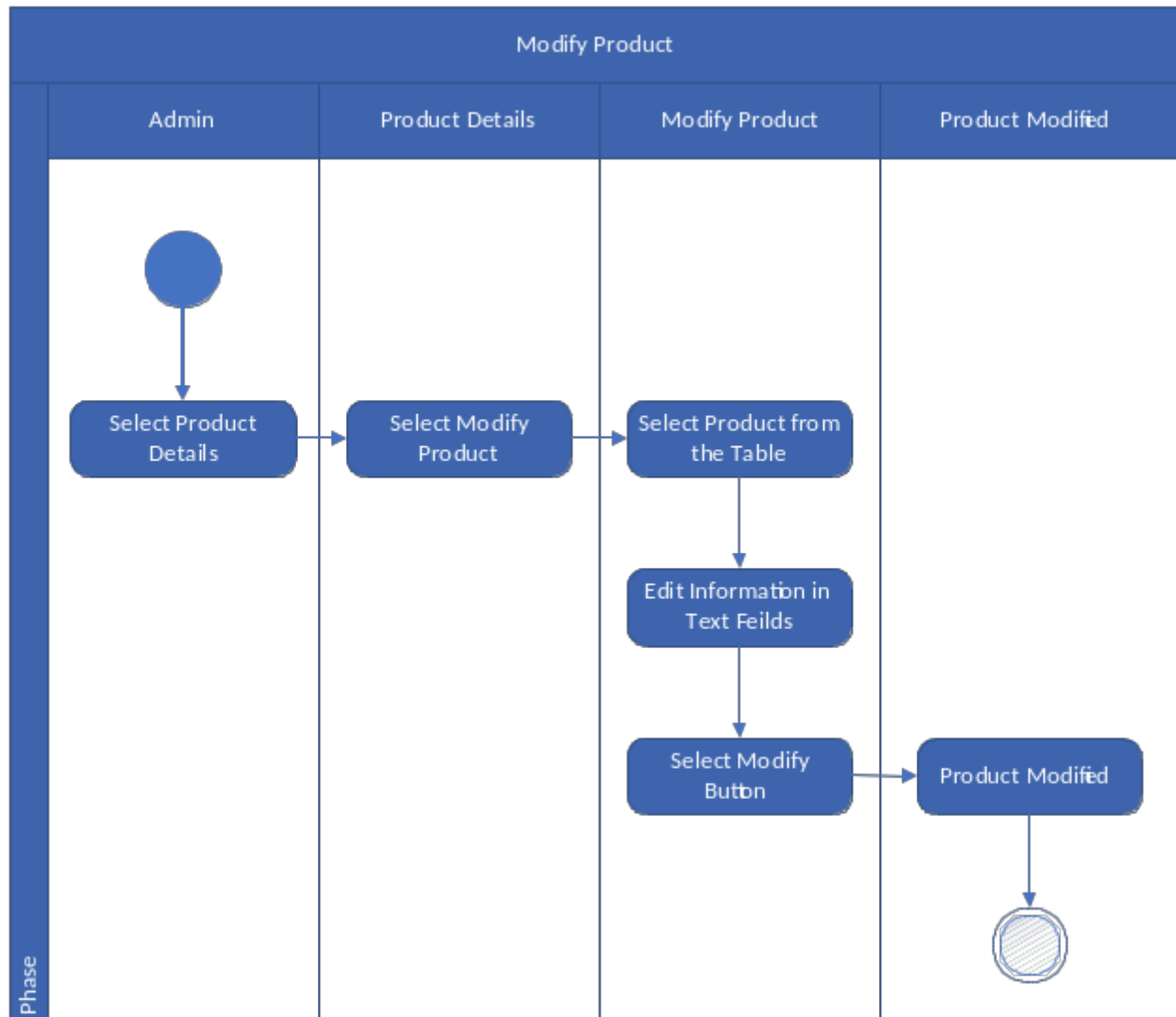


Fig 3.3.4 Modify Product

### 3.3.5. Customer Order

## Retail Order Management System

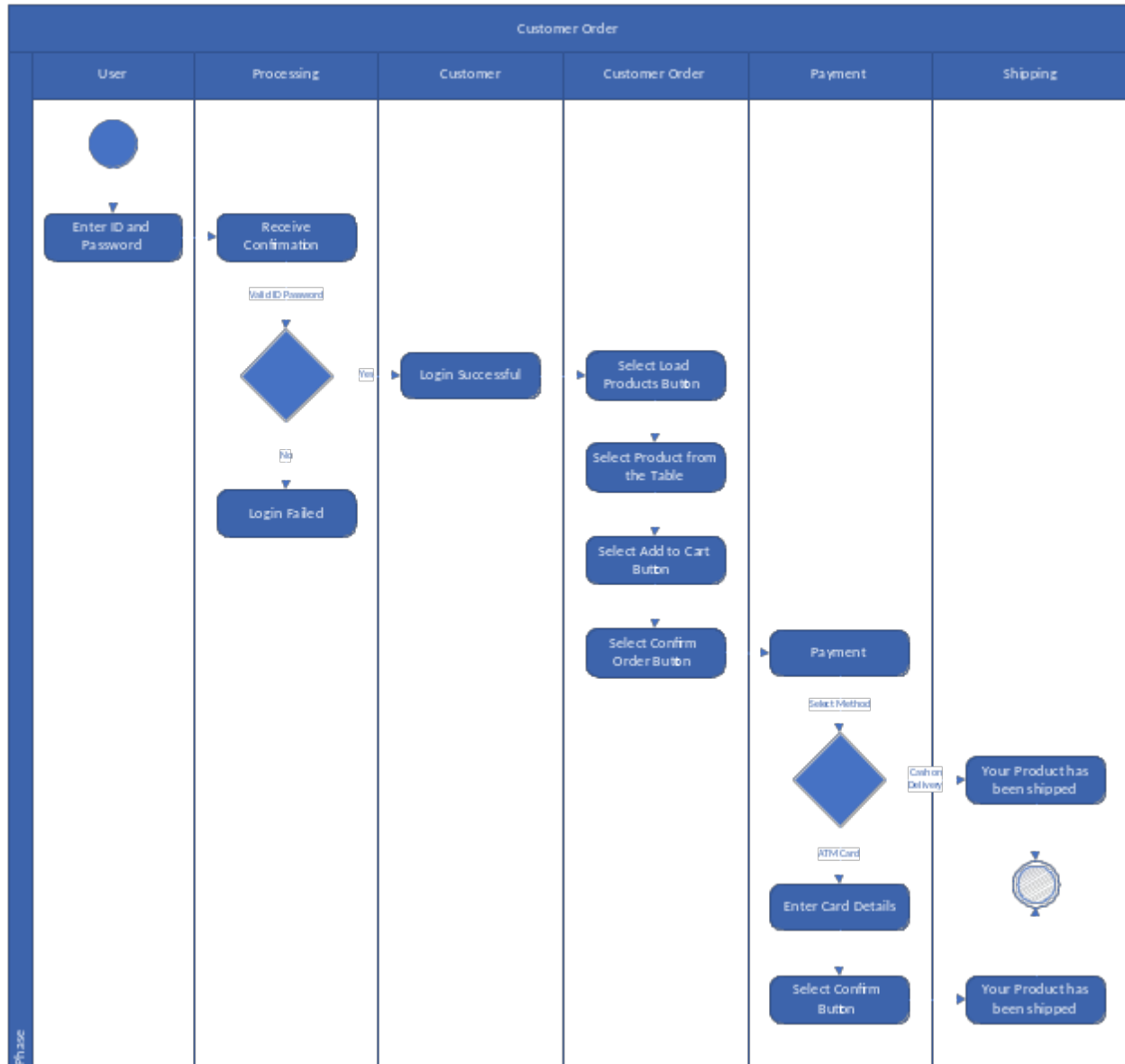


Fig 3.3.5 Customer Order

## 4. Sample of Code

## Retail Order Management System

### 4.1. Package

```
package RetailOrderSystem;
```

A java package is a group of similar types of classes, interfaces and sub-packages. Package in java can be categorized in two form, built-in package and user-defined package.

### 4.2. Header Files

```
import java.io.BufferedReader;  
import java.io.BufferedWriter;  
import java.io.File;  
import java.io.FileReader;  
import java.io.FileWriter;  
import java.util.Scanner;  
import java.util.concurrent.atomic.AtomicInteger;  
import javax.swing.DefaultListModel;  
import javax.swing.JOptionPane;  
import javax.swing.table.DefaultTableModel;
```

The java function is written in different classes which usually are imported from a library, to use each function you need to import the library to the class by using the “import” keyword following the class path in the top of the class after package name.

### 4.3. Class

```
public class AddCustomer extends javax.swing.JFrame {
```

The java application is created by different classes the function should be inside the class. Java class objects exhibit the properties and behaviors defined by its class. A class can contain fields and methods to describe the behavior of an object.

### 4.4. Object

```
AddProduct AP = new AddProduct();  
if(FRB.isSelected()){  
    AP.addfragilerate();  
}
```

## Retail Order Management System

Any entity that has state and behavior is known as an object. Object refers to an instance of a class where the object can be a combination of variables, functions, and data structures.

### 4.5. Method

```
public void addfragilerate() {  
    Rate = Rate + 5;  
}
```

A method in Java is a block of statements that has a name and can be executed by calling (also called invoking) it from some other place in your program. Along with fields, methods are one of the two elements that are considered members of a class.

### 4.6. Constructor

```
* @author Muhammad Hasnain  
*/  
public class CustomerDetails extends javax.swing.JFrame {  
    AddCustomer AC;  
    ModifyCustomer MC;  
    DeleteCustomer DC;  
    ViewCustomer VC;  
    SearchCustomer SC;  
    /**  
     * Creates new form CustomerDetails  
     */  
    public CustomerDetails() {  
        initComponents();  
        AC = new AddCustomer();  
        AC.addComponentListener(new ComponentListener() {
```

A constructor in Java is a block of code like a method that's called when an instance of an object is created. Here are the key differences between a constructor and a method: A constructor doesn't have a return type. The name of the constructor must be the same as the name of the class.

### 4.7. Inheritance

```
interface Display extends ShowMessage {  
    public void Message();  
}
```

## Retail Order Management System

```
@Override
public void Message() {
    JOptionPane.showMessageDialog(null, "Do you wish to proceed for payment? Then click OK");
}
```

When one object acquires all the properties and behaviors of parent object i.e. known as inheritance. It provides code reusability. It is used to achieve runtime polymorphism.

### 4.8. Polymorphism

#### 4.8.1. Over Riding

```
@Override
public void Message() {
    JOptionPane.showMessageDialog(null, "Do you wish to proceed for payment? Then click OK");
}
```

In method overriding, the child class can use the OOP polymorphism concept to override a method of its parent class.

#### 4.8.2. Over Loading

In method overloading, a single method may perform different functions depending on the context in which it's called.

### 4.9. Abstraction

```
interface Abstract_Interface {

    abstract void addfragilerate();
}
```

Abstraction means simple things like objects, classes, and variables represent more complex underlying code and data. This is important because it avoid repeating same work multiple times.

### 4.10. Interface

## Retail Order Management System

```
* @author Muhammad Hasnain
*/
interface Display extends ShowMessage {

    public void Message();

}
```

```
* @author Muhammad Hasnain
*/
public class CustomerOrder extends javax.swing.JFrame implements Display {
```

Encapsulation means that the internal representation of an object is generally hidden from view outside of the object's definition. This is the practice of keeping fields within a class private, then providing access to them via public methods.

### 4.11. Exception Handling

```
try
{
    File product= new File("ProductList.txt");
    Scanner fs= new Scanner(product);
    boolean check=false;
    while(fs.hasNext())
    {
        String ID=fs.next();
        String Name=fs.next();
        String Type=fs.next();
        double Rate=fs.nextDouble();
        tb.addRow(new Object[]{ID, Name, Type, Rate});
    }
    fs.close();
} catch (Exception ex) {
    JOptionPane.showMessageDialog(null, ex);
}
```

Java provides a powerful mechanism which allows you to handle the exceptional event where it occurred. You can either use the try-catch-finally approach to handle all kinds of exceptions.

(Chaudhari, 2015) (dummies, 2016) (Stackify, 2016) (javatpoint, 2017)

## 5. Application Output

### 5.1. Application Users

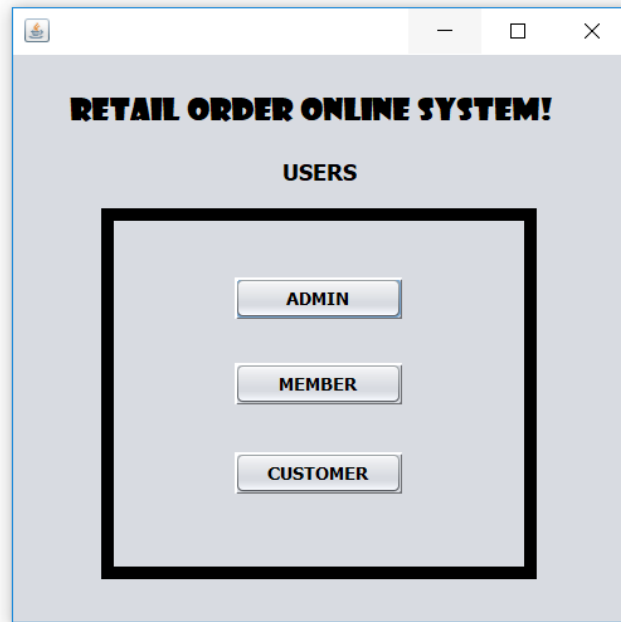


Fig 5.1.1: Application Users

### 5.2. New Customer Register

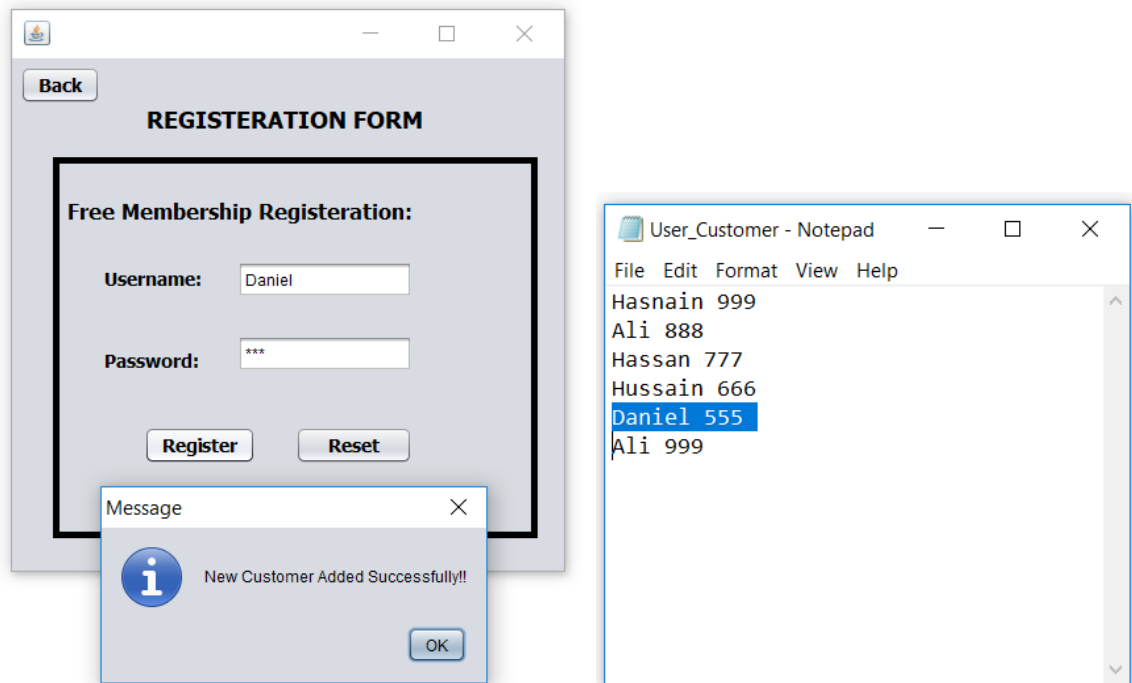
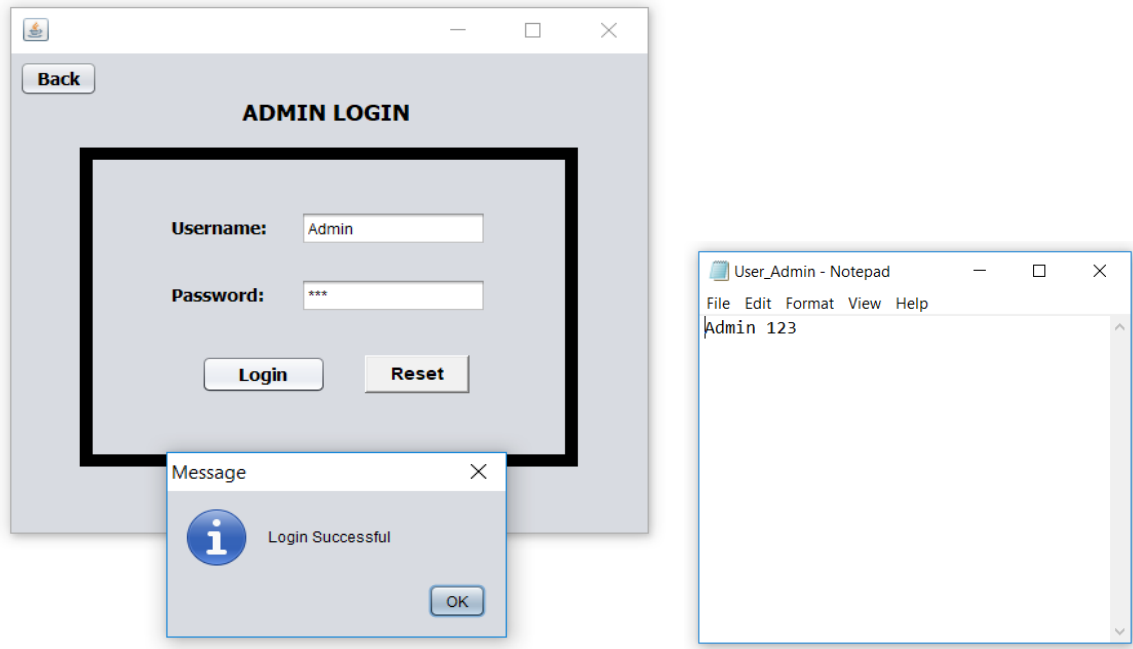


Fig 5.3.1 & 5.3.2: New Customer Register with Text-File

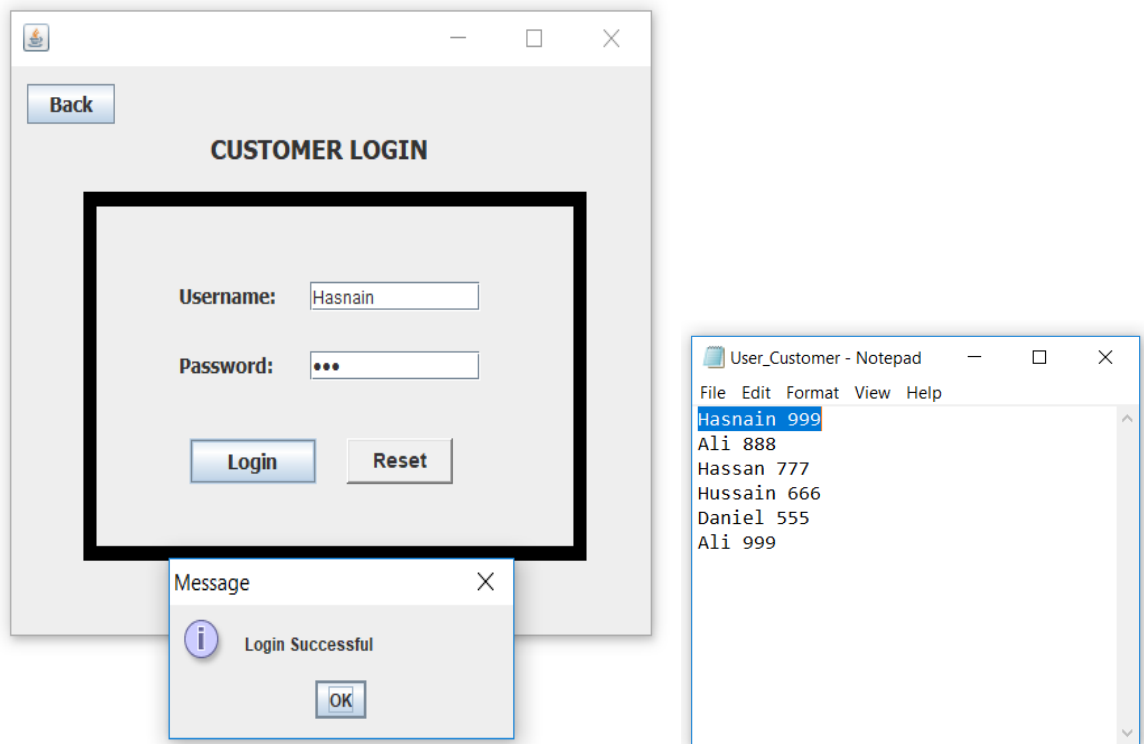
### 5.3. Login



## Retail Order Management System

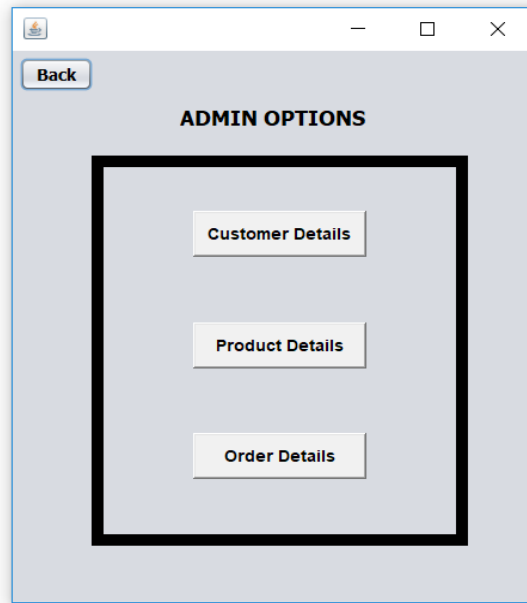


*Fig 5.2.1 & 5.2.2: Admin Login with Text-File*



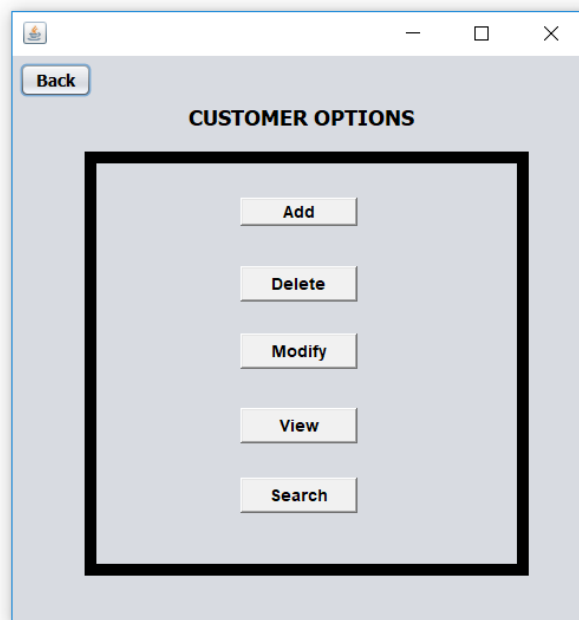
*Fig 5.2.3 & 5.2.4: Customer Login with Text-File*

### 5.4.Admin Options



*Fig 5.4.1: Admin Options*

### 5.5. Customer Details



*Fig 5.5.1: Customer Details*

### 5.6. Customer Options

## Retail Order Management System

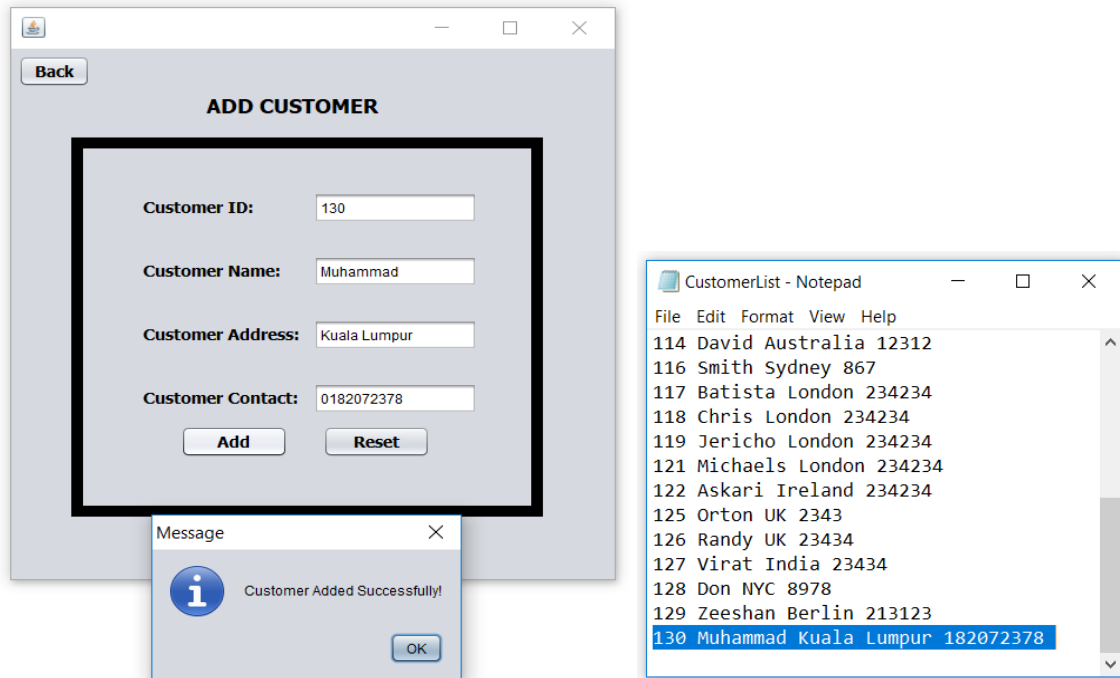


Fig 5.6.1 & 5.6.2: Add Customer with Text-File

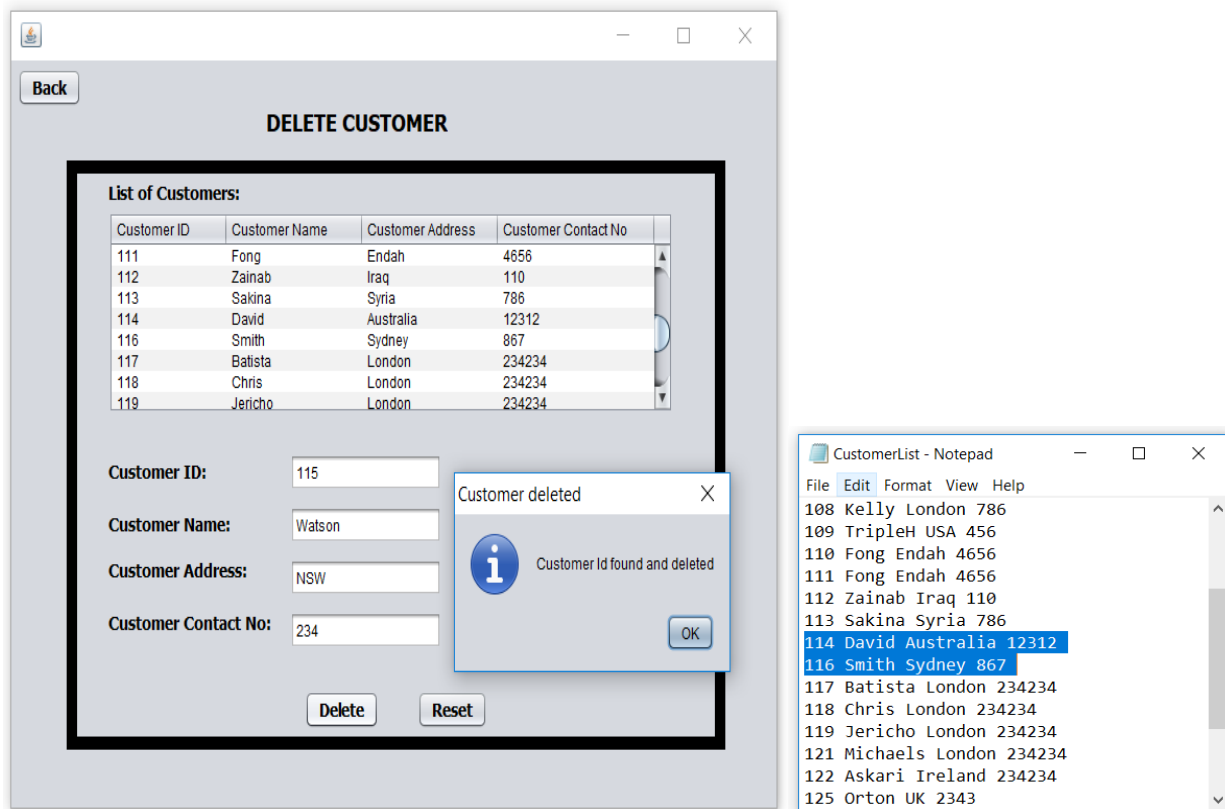


Fig 5.6.3 & 5.6.4: Delete Customer with Text-File

## Retail Order Management System

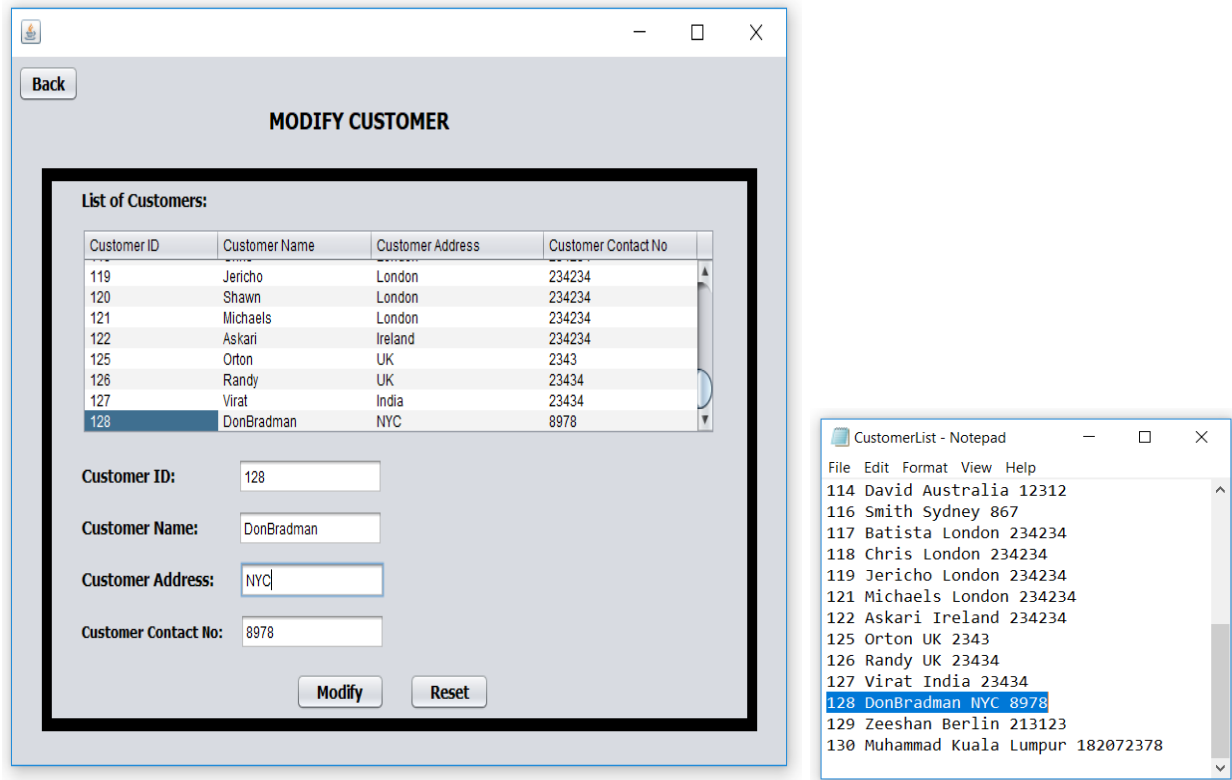


Fig 5.6.5 & 5.6.6: Modify Customer with Text-File

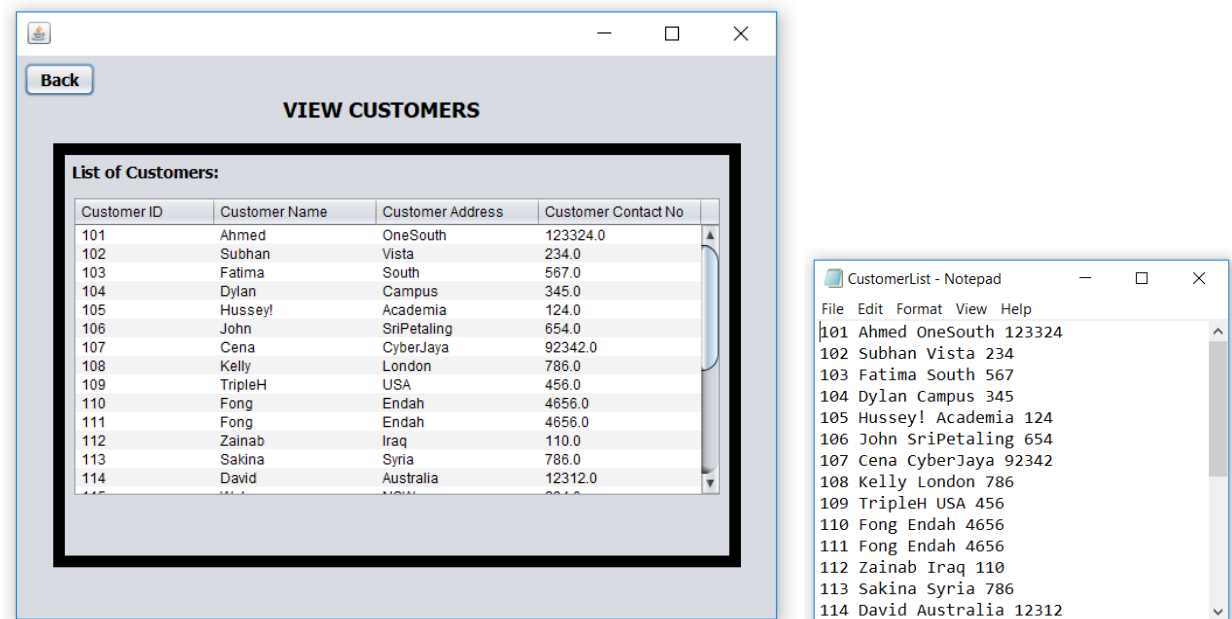


Fig 5.6.7 & 5.6.8: View Customers with Text-File

## Retail Order Management System

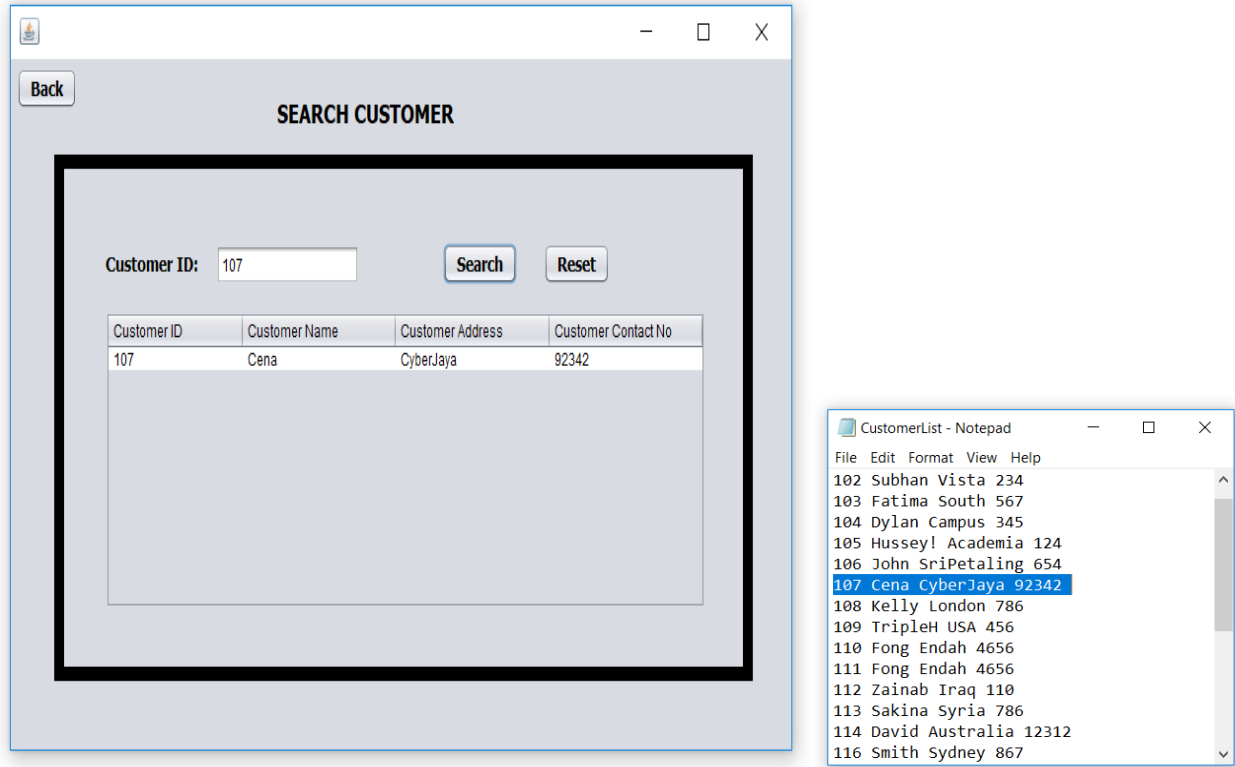


Fig 5.6.9 & 5.6.10: Search Customer with Text-File

### 5.7. Product Details

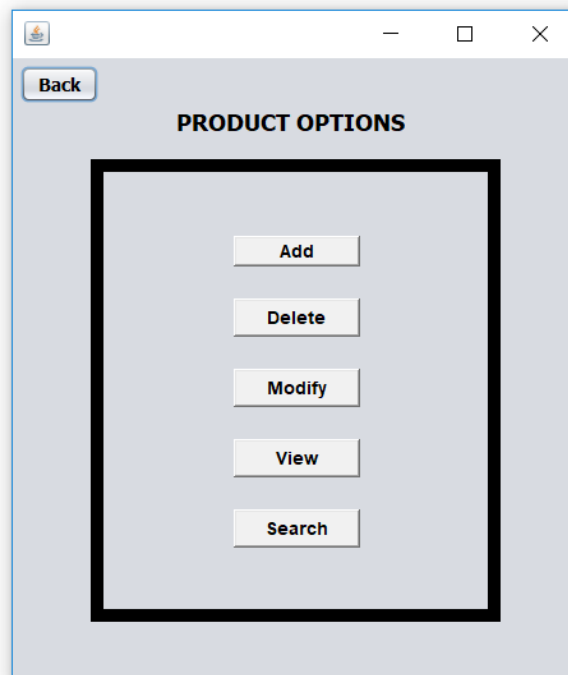


Fig 5.7.1: Product Details

# Retail Order Management System

## 5.8. Product Options

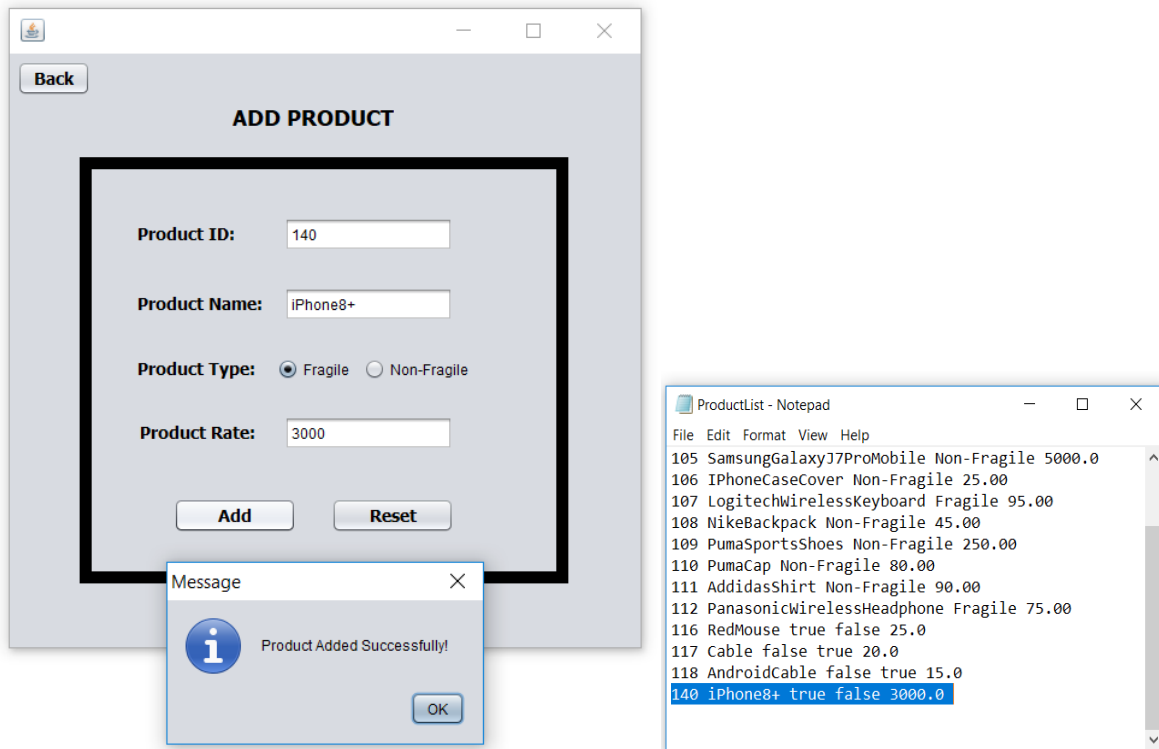


Fig 5.8.1 & 5.8.2: Add Product with Text-File

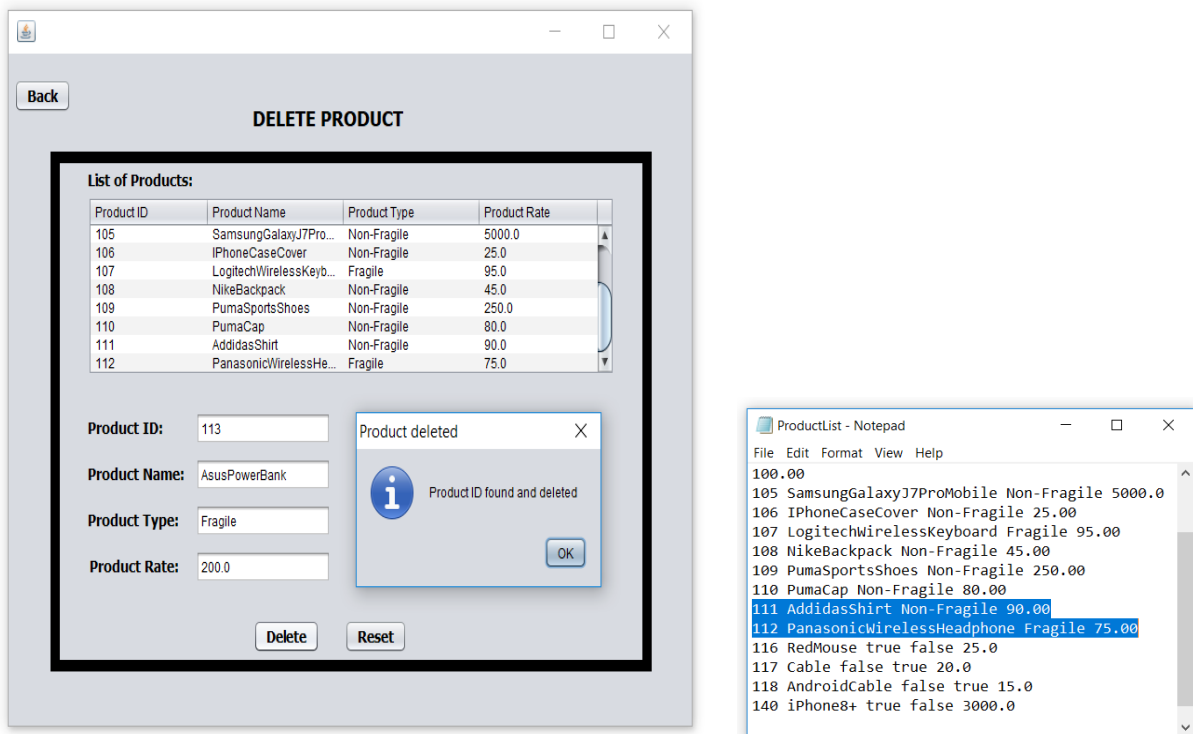


Fig 5.8.3 & 5.8.4: Delete Product with Text-File

## Retail Order Management System

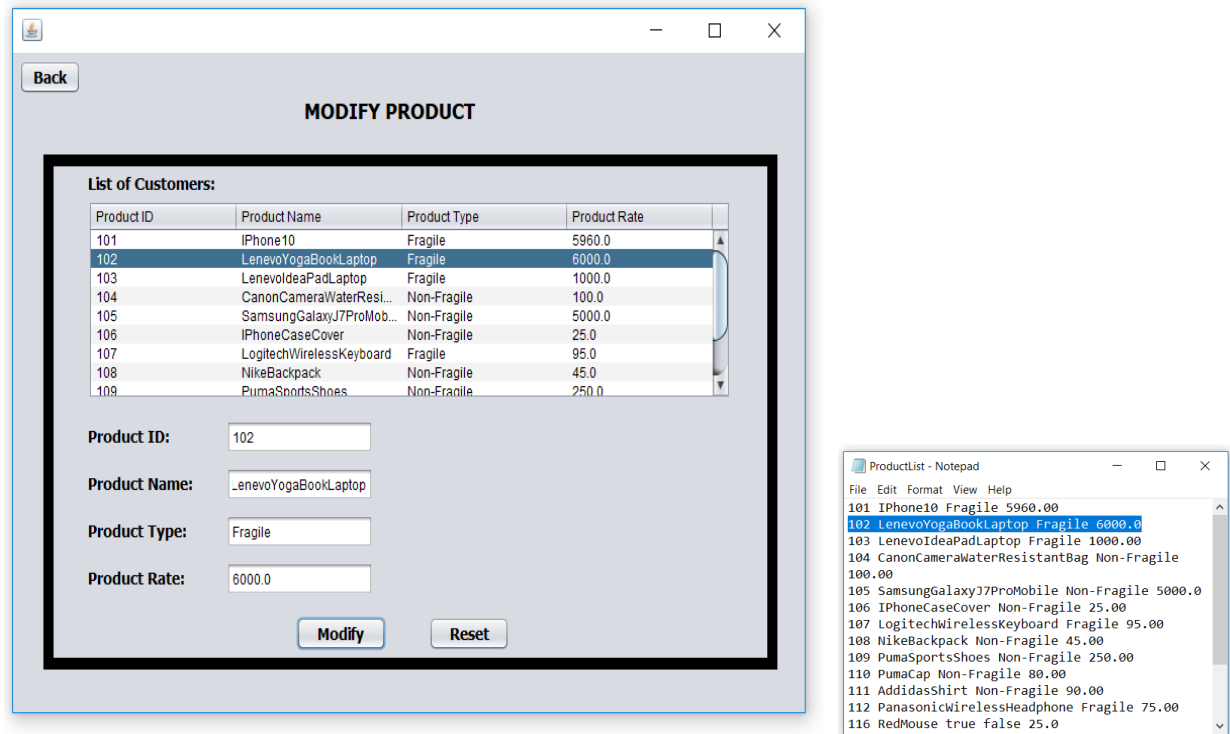


Fig 5.8.5 & 5.8.6: Modify Product with Text-File

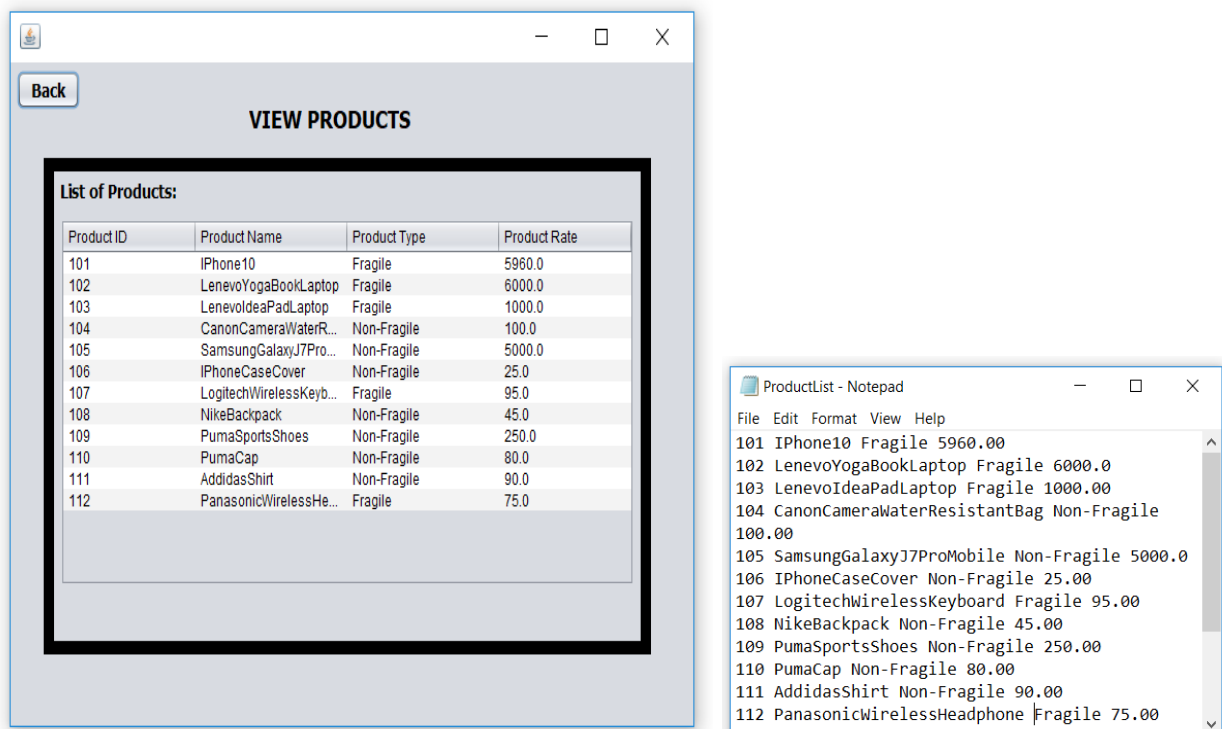
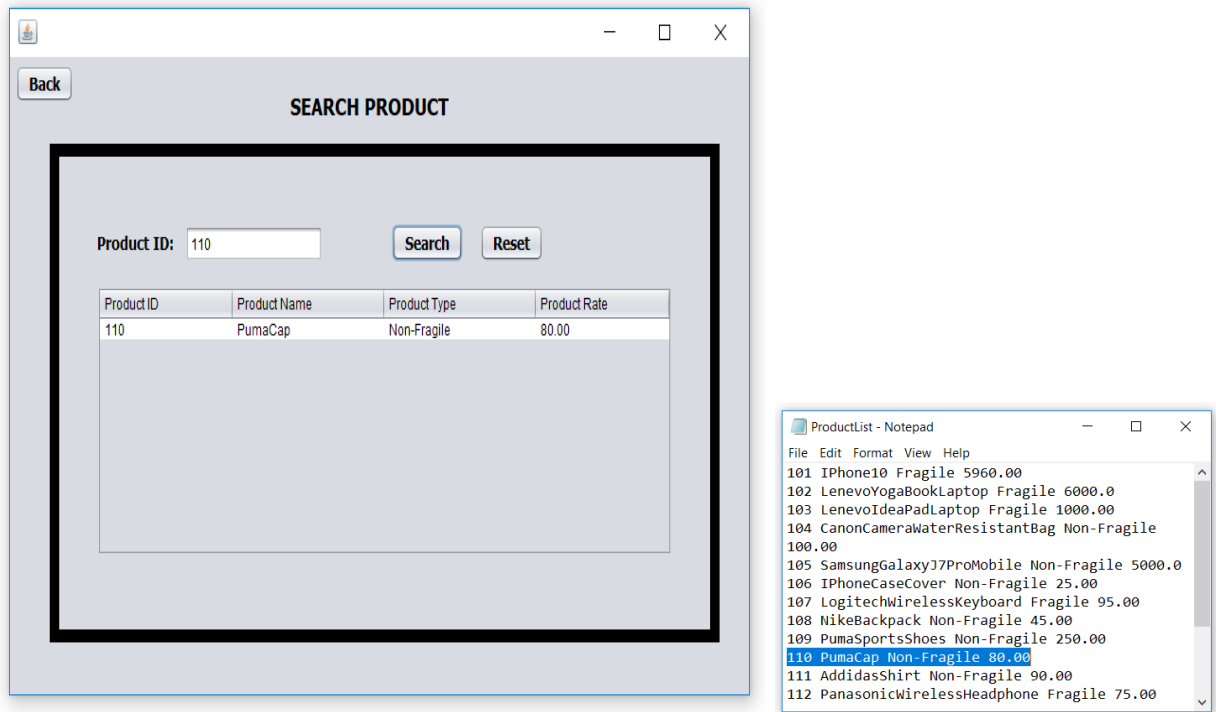


Fig 5.8.7 & 5.8.8: View Products with Text-File

## Retail Order Management System



The 'SEARCH PRODUCT' window features a 'Back' button, a search input field with '110' entered, and 'Search' and 'Reset' buttons. Below the input is a table with the following data:

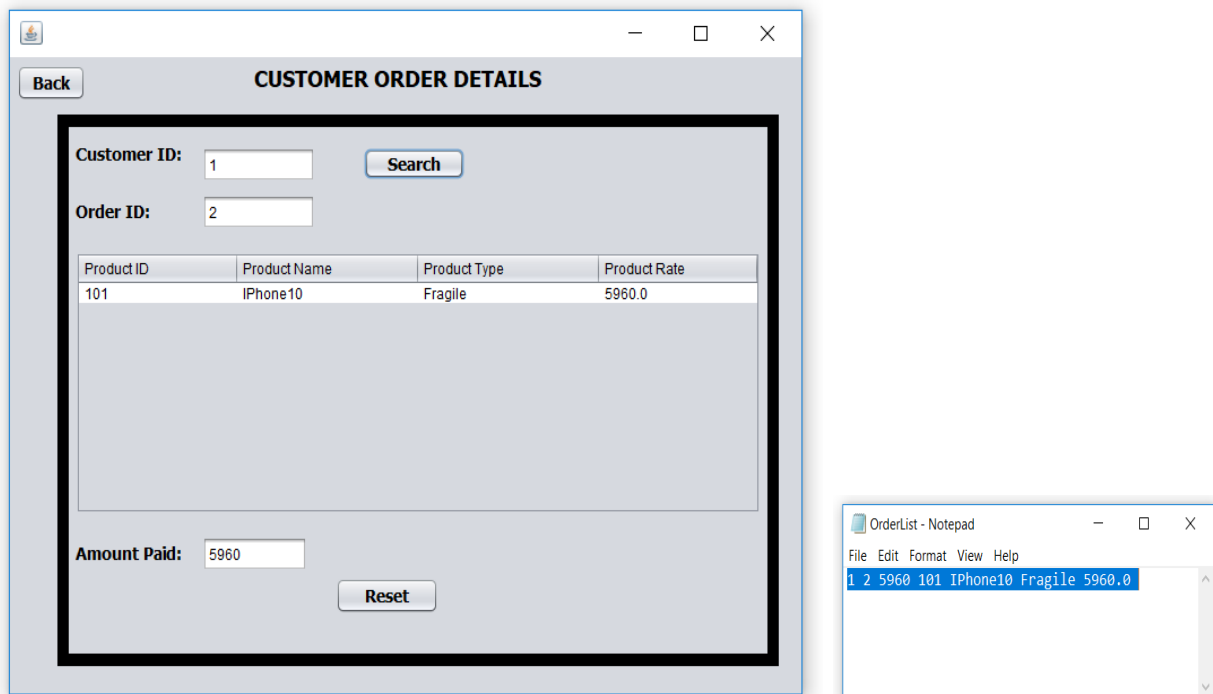
Product ID	Product Name	Product Type	Product Rate
110	PumaCap	Non-Fragile	80.00

To the right, a Notepad window titled 'ProductList - Notepad' displays a list of products. The line '110 PumaCap Non-Fragile 80.00' is highlighted.

```
ProductList - Notepad
File Edit Format View Help
101 iPhone10 Fragile 5960.00
102 LenevoYogaBookLaptop Fragile 6000.0
103 LenevoIdeaPadLaptop Fragile 1000.00
104 CanonCameraWaterResistantBag Non-Fragile 100.00
105 SamsungGalaxyJ7ProMobile Non-Fragile 5000.0
106 iPhoneCaseCover Non-Fragile 25.00
107 LogitechWirelessKeyboard Fragile 95.00
108 NikeBackpack Non-Fragile 45.00
109 PumaSportsShoes Non-Fragile 250.00
110 PumaCap Non-Fragile 80.00
111 AddidasShirt Non-Fragile 90.00
112 PanasonicWirelessHeadphone Fragile 75.00
```

Fig 5.8.9 & 5.8.10: Search Product with Text-File

### 5.9. Order Details



The 'CUSTOMER ORDER DETAILS' window includes a 'Back' button, input fields for 'Customer ID' (1) and 'Order ID' (2), a 'Search' button, and an 'Amount Paid' field (5960) with a 'Reset' button. A table displays the following data:

Product ID	Product Name	Product Type	Product Rate
101	iPhone10	Fragile	5960.0

To the right, a Notepad window titled 'OrderList - Notepad' shows a single line of data: '1 2 5960 101 iPhone10 Fragile 5960.0', which is highlighted.

```
OrderList - Notepad
File Edit Format View Help
1 2 5960 101 iPhone10 Fragile 5960.0
```

Fig 5.9.1 & 5.9.2: Customer Order Details with Text-File



## Retail Order Management System

### 5.10. Customer Order

The screenshot shows a window titled "CUSTOMER ORDER". It has a "Back" button in the top left. The main area is divided into two sections: "List of Products:" and "Cart:". The "List of Products:" section has a "Load Products" button and a table with columns: Product ID, Product Name, Product Type, and Product Type (repeated). The "Cart:" section has a table with columns: Product ID, Product Name, Product Type, and Product Rate. Below the "List of Products:" table is an "Add to Cart" button. To the right of the "Cart:" table is a "Total Order Amount:" label with a text box showing "10965.0". At the bottom right are "Confirm Order" and "Reset" buttons. A "Message" dialog box is open in the foreground, asking "Do you wish to proceed for payment? Then click OK" with an "OK" button.

Product ID	Product Name	Product Type	Product Type
101	iPhone10	Fragile	5960.0
102	LenevoYogaBookL...	Fragile	6000.0
103	LenevoIdeaPadLa...	Fragile	1000.0
104	CanonCameraWat...	Non-Fragile	100.0
105	SamsungGalaxyJ7...	Non-Fragile	5000.0
106	iPhoneCaseCover	Non-Fragile	25.0
107	LogitechWireless...	Fragile	95.0
108	NikeBackpack	Non-Fragile	45.0
109	PumaSportsShoes	Non-Fragile	250.0
110	PumaCap	Non-Fragile	80.0
111	AddidasShirt	Non-Fragile	90.0
112	PanasonicWireles...	Fragile	75.0

Product ID	Product Name	Product Type	Product Rate
101	iPhone10	Fragile	5960.0
105	SamsungGalaxyJ7Pr...	Non-Fragile	5000.0

Fig 5.10.1: Customer Order

### 5.11. Payment Selection

The screenshot shows a window titled "PAYMENT SELECTION". It has a "Back" button in the top left. The main area contains a "Cash on Delivery" button. A "Message" dialog box is open in the foreground, displaying "Pay Cash Upon Receive, Thank you!" with an "OK" button.

Fig 5.11.1: Pay Cash on Delivery

The screenshot shows a web application window titled "CREDIT / DEBIT CARD PAYMENT". It features a "Back" button at the top left. The main form area is titled "Customer Card Details:" and contains the following fields and controls:

- Name (as it appears on the card):** A text input field containing "Muhammad Hasnain".
- Card Number (no dashes or spaces):** A text input field containing "10235874662456".
- Select Card:** Two radio buttons, "Credit Card" and "Debit Card". The "Debit Card" option is selected.
- Security Code:** A text input field containing "\*\*\*\*\*".
- Confirm Payment:** A button at the bottom right of the form.

Overlaid on the bottom of the form is a "Message" dialog box with an information icon. It contains the text: "Payment Successfully Done! Your Order has been Shipped, Thank you!" and an "OK" button.

Fig 5.11.2: Cash by Credit/Debit Card

## 6. Additional Features

### 6.1. New Customer Register

The screenshot displays three components of the application:

- Free Membership Registration Form:** A web application window titled "REGISTRATION FORM" with a "Back" button. It contains the following fields and controls:
  - Username:** A text input field containing "Daniel".
  - Password:** A text input field containing "\*\*\*".
  - Register:** A button.
  - Reset:** A button.
- Message Dialog:** A "Message" dialog box with an information icon, displaying "New Customer Added Successfully!!" and an "OK" button.
- User\_Customer - Notepad:** A Notepad window showing a list of customer names and IDs:

```
Hasnain 999
Ali 888
Hassan 777
Hussain 666
Daniel 555
Ali 999
```

The line "Daniel 555" is highlighted in blue.

Fig 6.1.1 & 6.1.2: New Customer Register with Text-File

### 6.2. Payment Selection

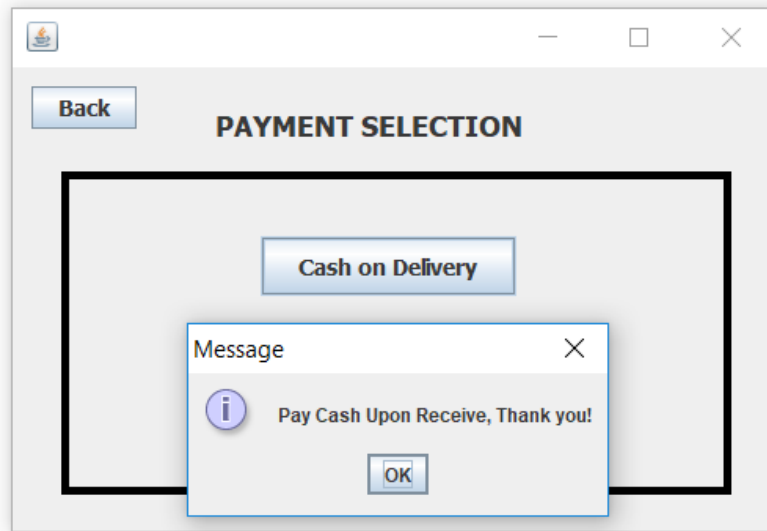


Fig 6.2.1: Pay Cash on Delivery

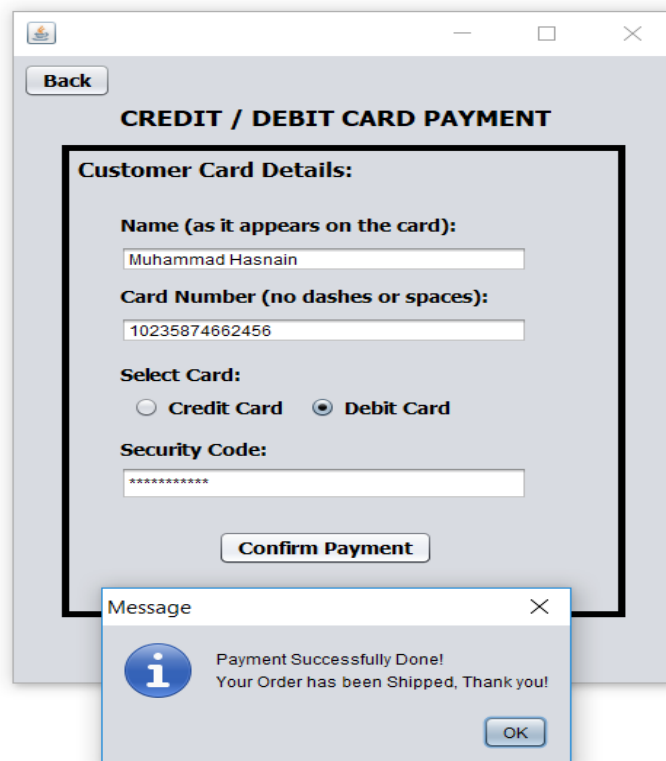


Fig 6.2.2: Cash by Credit/Debit Card

### 7. Conclusion

The OODJ module includes several topics and consists of basic knowledge of object-oriented programming. Which includes the understanding of the class, method, object, constructors, inheritance, polymorphism, abstraction, encapsulation and exception handling.

From this subject, I understand about beware of the origins of Java, understand the reasons for its wide use, understand and use block structure, understand the distinction between class, an object, understand difference between a method and a constructor, understand that how to create new classes that share some of the attributes of existing classes.

I have learned practical knowledge of Java by developing and designing the Retail Order Management System. The system is built in accordance with the assignment question requirements. I draw the fully detailed UML Diagrams including Use-Case, Class and Activity diagrams. I apply object-oriented programming concepts in my assignment which I have learned in OODJ module. From this assignment, I understand about the OOP in brief. With practical skill and knowledge, I test the whole program and test the codes.

In the end, I would like to thank **Miss Minnu Joseph** for being such a kind and supportive throughout my assignment. Without her help and guidelines, I would not be able to develop this system.

### 8. References

- Chaudhari, S. (2015). Object Oriented Programming Concepts - CodeProject. [online] Codeproject.com. Available at: <https://www.codeproject.com/Articles/27775/Object-Oriented-Programming-Concepts> [Accessed 27 Feb. 2018].
- dummies. (2016). How to Use a Constructor in Java - dummies. [online] Available at: <http://www.dummies.com/programming/java/how-to-use-a-constructor-in-java/> [Accessed 27 Feb. 2018].
- Object-Oriented Programming Languages: Tools for Effective Communication on Application. (2016). International Journal of Science and Research (IJSR), 5(8), pp.406-411.
- Stackify. (2016). What Are OOPs Concepts in Java? The Four Main OOPs Concepts in Java, How They Work, Examples, and More. [online] Available at: <https://stackify.com/oops-concepts-in-java/> [Accessed 27 Feb. 2018].
- Javatpoint. (2017). Java OOPs Concepts - Javatpoint. [online] Available at: <https://www.javatpoint.com/java-oops-concepts> [Accessed 26 Feb. 2018].