1.1 OOP

Determine the state and behaviour of the topic, for example, behaviour of doing business is Product description, Advertisement and Marketing method, Inventory and Employees management, Sales, Finance etc.

Output: Class Diagram

**Storage rental services**

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| **Storage Rental Services** |
| storeName: String  user: String |
| storageRental() |

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| **Ordering** |
| storagePrice: Double  duration: Double |
| Ordering ()  totalPrice ()  duration () |

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| **Product Description** |
| productDetail: String  material: String  Info: String |
| ProductDesc() |

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| **Advertisment** |
| location: String  services: String  contact: Int  email: String |
| advertisement () |

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| **Employee** |
| EmployeeInfo: String  Contact: Int |
| EmployeeInfo() |

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| **Finance** |
| sales: Double  profit: Double |
| sales ()  profit () |

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| **Customer Information** |
| name: String  ic/passport: Int  currentLocation: String  postcode: int  phoneNumber: int |
| Customers () |