Shopping Managment System

UML Class diagram

Product

-id: unsigned int
-name: string
-price: double
-quantity: int

+setData(): void
+display(): void

Admin

-instance: Admin
-password: string

+getInstance(): Admin
+comparePassword(): void
+menu(): void
+viewProducts()
+addProduct()
+modifyProduct()
+deleteProduct()
+seeCostumerRecord()
+viewDiscount()

returns

0..1

manages

0..*

0..*

1

<<User>>

name: string
age: int

+ menu(): void

is a

buys

Cart

-cartId: unsigned int
-totalProduct: Product

+displayAll(): void
+updateCart(): void

1

has a

1

Costumer

-id: unsigned int
-address: string

+menu(): void
+viewProducts()
+addToCart()
+viewCart()

0..*

1

has a

1

Bill

-totalBill: double

+display(): void