**Seminar 2**

**Object-Oriented Design, IV1350**

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1. **Introduction**

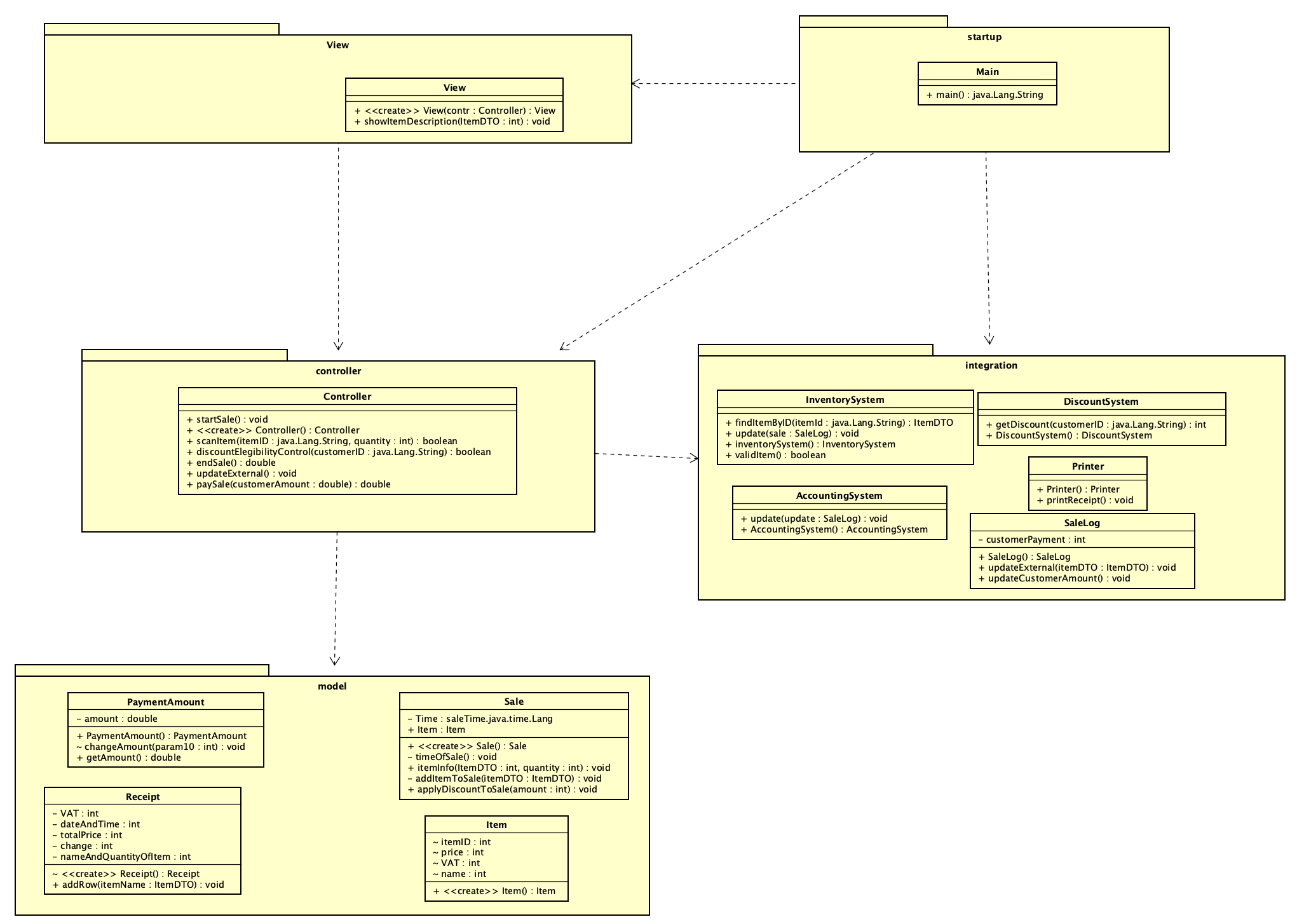
The seminar task is to design a program in an object-oriented programming language that can handle a purchase of items at a store with internal and external systems. The seminar task was discussed with Deni Persson, Jesper Munkeby and William Eriksson.

1. **Method**

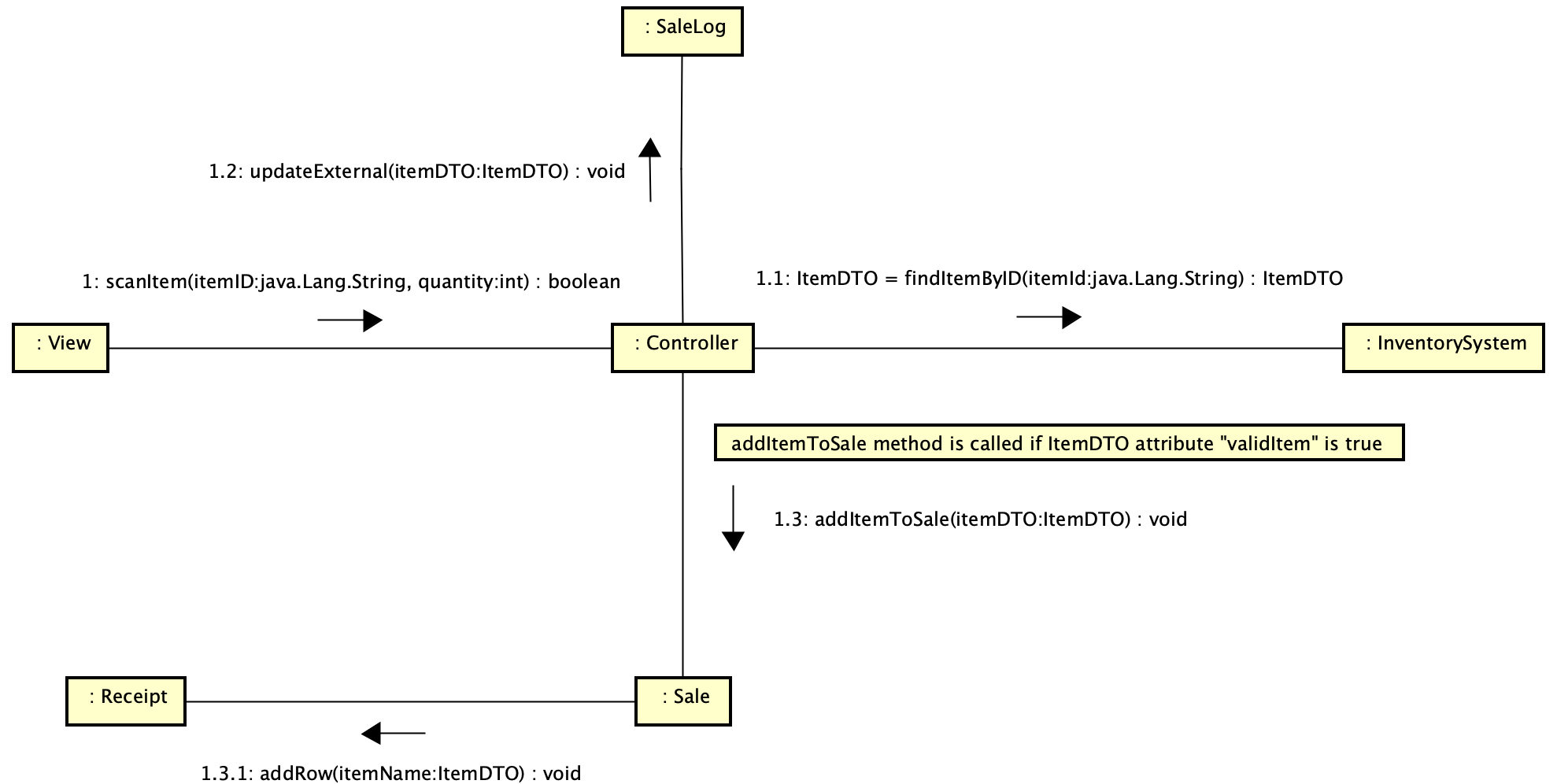
The program design progress started with adding the interactions from the SSD in order. When an action in the SSD resembled a potential method between a class in the domain model it was taken I to consideration for how it could be handled to minimize the connection to other classes. all while following the design process from lectures where the principles of “high coherency” and “low coupling”. After this, the design was revised to see where possible changes for the better could be made.

1. **Result**

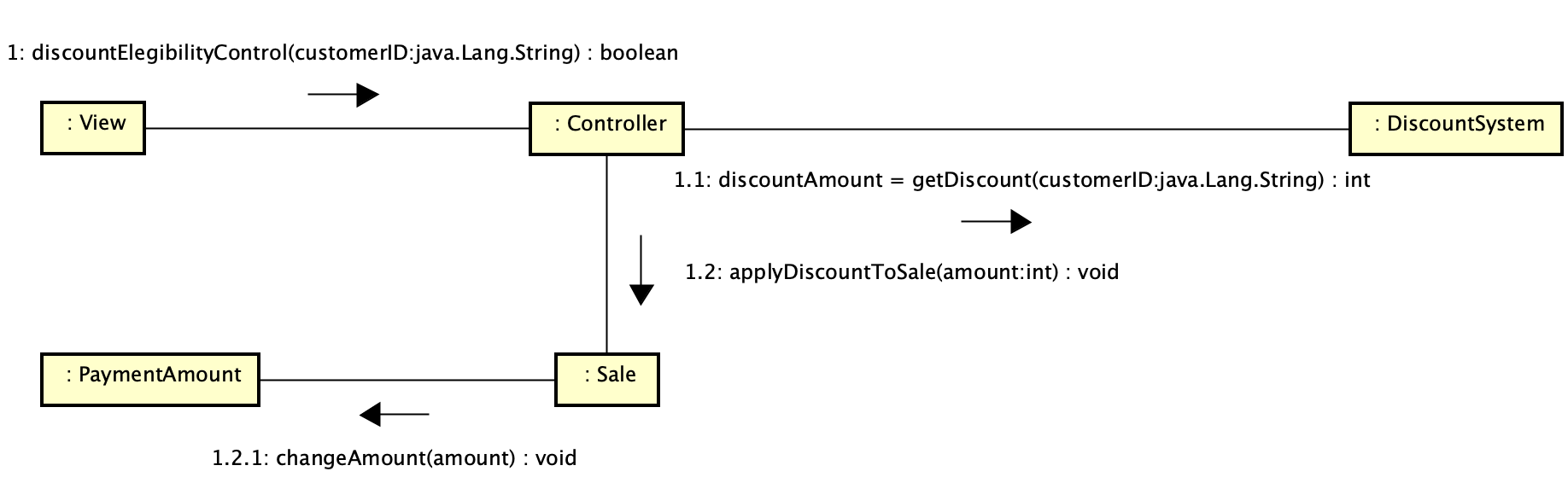
The design has 6 layers were with one data transfer object (DTO) for the item class.



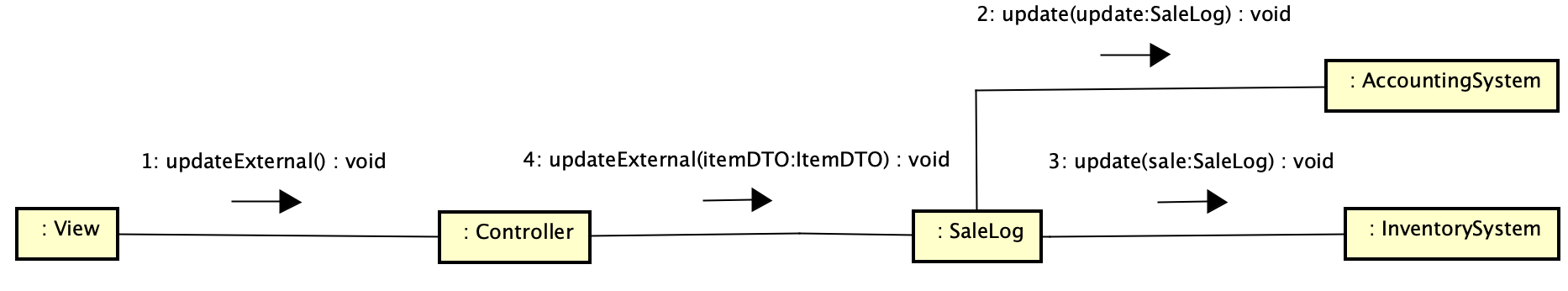
**Figure 3.1** complete class diagram



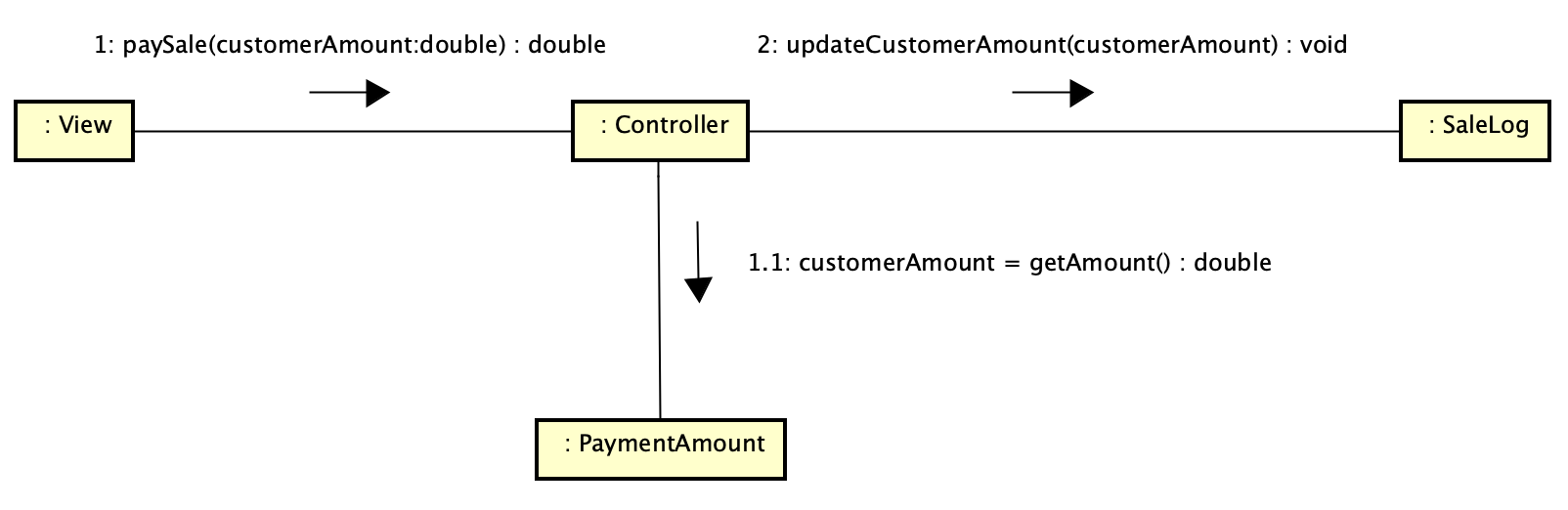
**Figur 3.2** addItemLayer



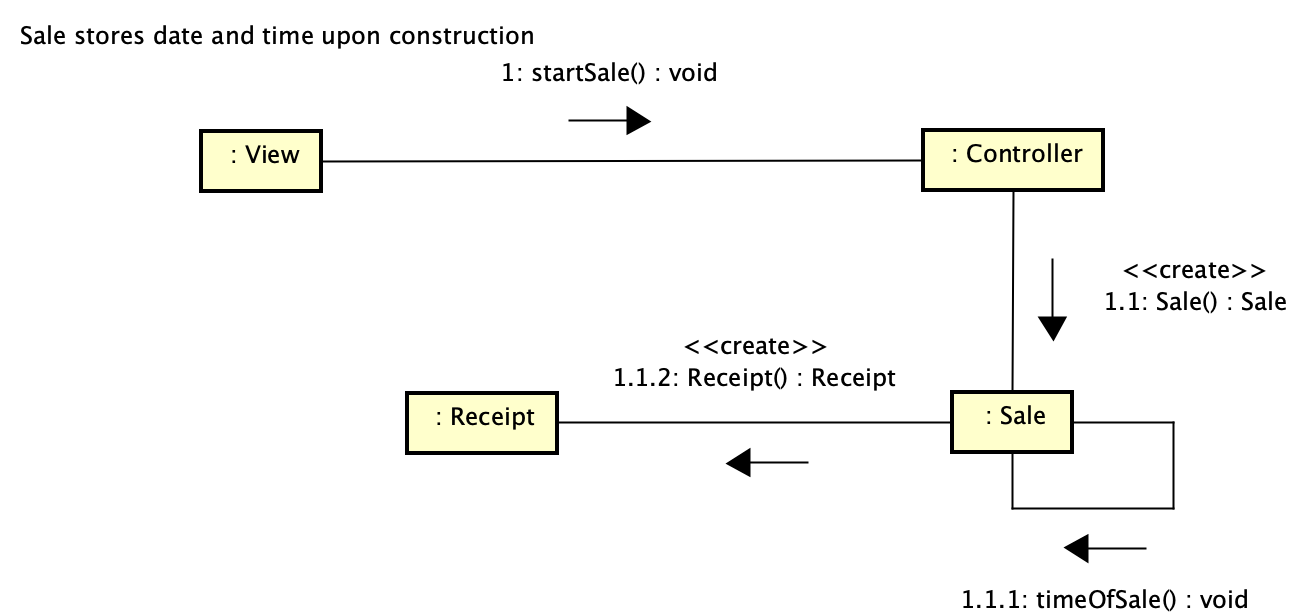
**Figure 3.3** discountLayer



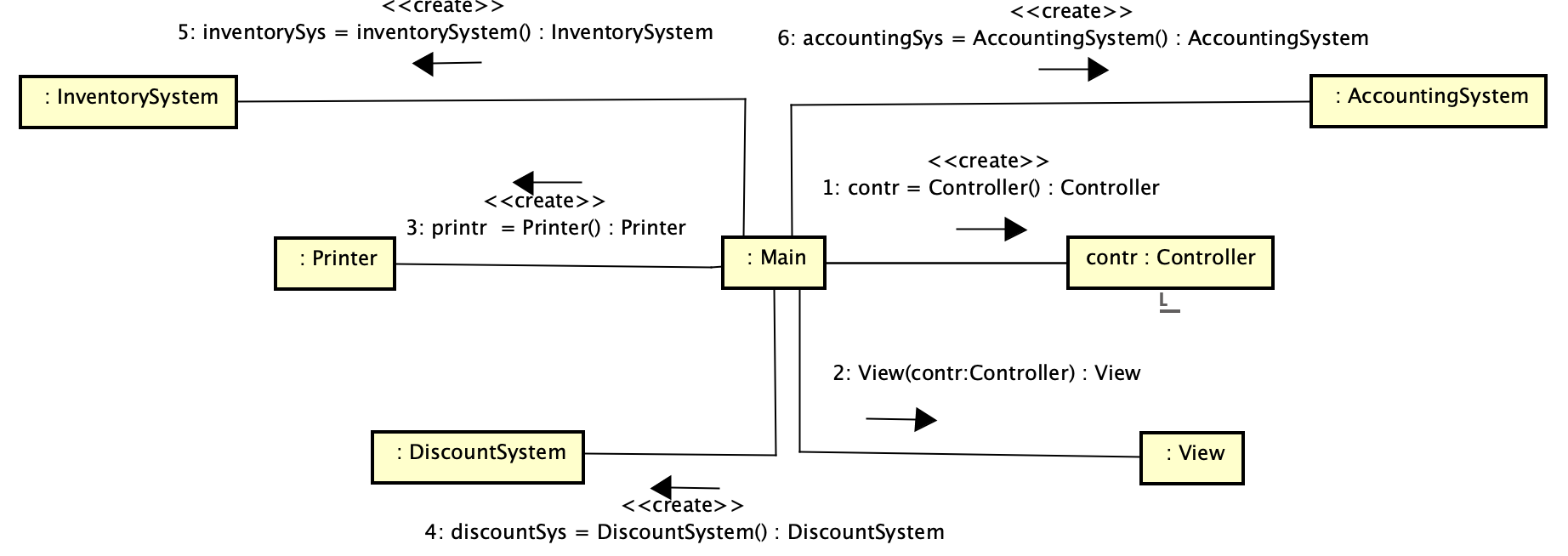
**Figure 3.4** endSaleLayer



**Figure 3.5** paymentLayer

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**Figure 3.6** startSaleLayer

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**Figure 3.7** startUpLayer

1. **Discussion**