(please note that all of the methods and attributes of the classes are written in the UML diagram). In this word file I will discuss and explain about some special methods in each class and the difficulties that I had with implementing these methods.

Shop class:

In this class we don’t have any special methods that need to be explained so I will skip this class.

User(buyer) class:

This class has the most methods so lets begin getting familiar with them.

makingAFundRequest() & gettingConfirmationForAddingFund()&addingFund:

we can classify these three methods in a same group. Lets see how they work, so when a user(buyer) wants to make a deposit into his wallet first he have to make a fund request in which his username will be sent to Admin class for getting approvement from an admin and he will get a tracing code that he can use it for checking if his request is approved or disapproved so we will use makingAFundRequest().

In the second method the user check if he has been approved or not if he has been approved he can make a deposit into his wallet by using the third method(addingFund()) in which he should specify the amount of the deposit.

Lets see how shopping cart works:

A user can add products to his shopping cart which is implemented by the searchingProduct() or submit his shopping cart which is implemented by the submittingShoppingCart() method or remove an item from his shopping cart which is implemented by removingAnItem().

The submittingShoppingCart() works exactly like makingAFundRequest() and the other two methods don’t need explanation on how they work because of their name.

We have method called completingSale(). When it gets called it completes an order for example it add 10% of the order value to shop Balance and the other 90% gets added to Seller Balance.

We have editingProfile() when a user call this method he can choose which of his info he wants to edit and then he can edit it.

And we have saving…. And loading… methods which are explained in the UML diagram what is their mechanism.

Admin Class:

In this class admins should make decision for giving approvement to making a deposit into a user account or new sellers or checking out orders. The methods that implements these decisions are gettingAdminApprovalForSeller() , gettingAdminApprovalForFund() ,

gettingAdminApprovalForSubmittingOrder().

The explanation on how these methods work is in the UML diagram.

Registration class:

As I have said before in the UML diagram in this class we have methods that implement login and creating a user(buyer) and making a new seller request logic.

And the request system works like the two previous classes.

Main class:

In this class I have created menus

First we have entry menu which implements the login and becoming a new seller and … .

Then we will have specific menus for each seller , user , admin

Note that In other classes that I didn’t mention we don’t have any special method.

If I have to discuss about the difficulties of the project I will name two things:

First about the volume of the project which it was a lot

Second the request system which I had to think about it lets say a lot ;)