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Final Project Report

Online Gaming Store

1. Team members: Me
2. Solo project
3. Project requirement doc
   1. Online gaming store where you can purchase any gaming device or accessory desirable.
   2. Functionalities
      1. Read Operation
         1. List all pc products whose price is lower than $1000 or user input
         2. List all customers that have ordered a product in the year 2020 or user input
         3. Show the most expensive PC product available at the store
      2. Write Operation
         1. Add a new gaming headset named Razor Headset and set price to $200 or user input
         2. Increase the price of the product named “MSI prebuilt gaming PC” by 10% of its original price or user input
         3. Cancel the order for the customer named “Jake Luck.” Or user input
      3. Search for past orders with the product named PS5 Deluxe or user input
      4. Search for review based off of rating

A screenshot of a document

Description automatically generated with low confidence

1. (Sent as .sql file)
2. Class Design
   1. Dao.java – Class that connects to database
   2. CSCI366OnlineGamingStore.java – Main class that calls all methods from classes and executes code
   3. Customer.java
      1. Declaration of instance variables as objects for each attribute of class Customer
      2. Customer constructor method
      3. all getters and setters for each attribute of entity Customer
      4. ToString method
      5. getCustomerByYear() method which lists all customers that have ordered a product within the inputted year
   4. Product.java
      1. Declaration of instance variables as objects for each attribute of class Product
      2. Product constructor method
      3. All getters and setters for each attribute of entity Product
      4. getMostExpensivePC() method which fetches most expensive pc product in store
      5. addProduct() method which allows user to add a product into the store
      6. increasePrice() method which allows user to increase price of any product by a percentage
   5. Subtypes.java
      1. This is a shared superclass for Console and PC that contains common attributes and methods
      2. Declaration of instances variables as objects for each attribute of class PC and Console
      3. Has Subtypes constructor, PC constructor, and Console constructor
      4. All getters and setters for each attribute of entity PC and Console
   6. Orders.java
      1. Declaration of instance variables as objects for each attribute of class Orders
      2. Orders constructor method
      3. All getters and setters for each attribute of entity Orders
      4. deleteOrdersForCustomer() method which allows user to delete any order for a customer based off name. Also deletes any record associated within product\_order table
      5. searchPastOrdersByProductName() method allows user to search for all orders by product name
   7. Product\_Order.java
      1. Declaration of instance variables as objects for each attribute of class Product\_order
      2. Product\_order constructor method
      3. All getters and setters for each attribute of entity Product\_order
   8. Review.java
      1. Declaration of instance variables as objects for each attribute of class Review
      2. Review constructor method
      3. All getters and setters for each attribute of entity Review
      4. searchReviewsByRating() method allows user to search for review based off rating
3. sent as .zip