

Systems Development: Object Oriented Programming

(H171 35)

Case Study: Accounts Payable using an Interface

Step 2 – create class Invoice

* Create class Invoice to represent a simple invoice that contains billing information for one kind of part, the class should implement the interface IPayable
* The class should contain Properties:
  + PartNumber (string)
  + PartDescription (string)
  + Quantity (integer) – set accessor should ensure assigned only non-negative value
  + PricePerItem (decimal) - set accessor should ensure assigned only non-negative value
* The class should implement the following methods:
  + constructor
  + ToString - that returns a string representation of the Invoice
  + GetPaymentAmount (from IPayable)
    - calculation is the Quantity \* PricePerItem