



Chain stores

In this question, the goal is to design a system for managing chain stores. Among the entities of this question, we can mention store, customer, product, seller, etc. Pay attention to the following points:

١. In this question, only the design of the system based on the object-oriented model is considered and the implementation of its methods is not considered.
٢. It is up to you to determine the entities and classes, the data stored in them, the required methods and the relationship between them. Try to design your model similar to reality and your model can at least include the basic capabilities of this system.
٣. You should consider at least 6 classes for this design.
٤. In this design, you must use all three types of relationships taught (Composition, Association, and Generalization or inheritance).
٥. Your output is a Class Diagram along with class header files. As it was said, the implementation of the methods is not considered.
٦. You can draw the diagram manually and write the code manually. A better way is to use special tools for drawing UML diagrams. Some of these tools also allow you to generate code. One of these tools is the Software Ideas Modeler software, which you can download the training video of this software from [this link](#).



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Chain stores

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shape or form

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