Object-Oriented Programming

Project Report

Sales Management System

A simple system written in Java applying OOP principles

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I. Introduction

In this report, we introduce our version about Sales Management System. This system is a effective tool with different function helping users to administer their work in a well way. We developed this software with the help of the JSwing framework of Java.

II. Github Repository

More details about the project through the source code:

https://github.com/hoangpnh2000/Final_Project

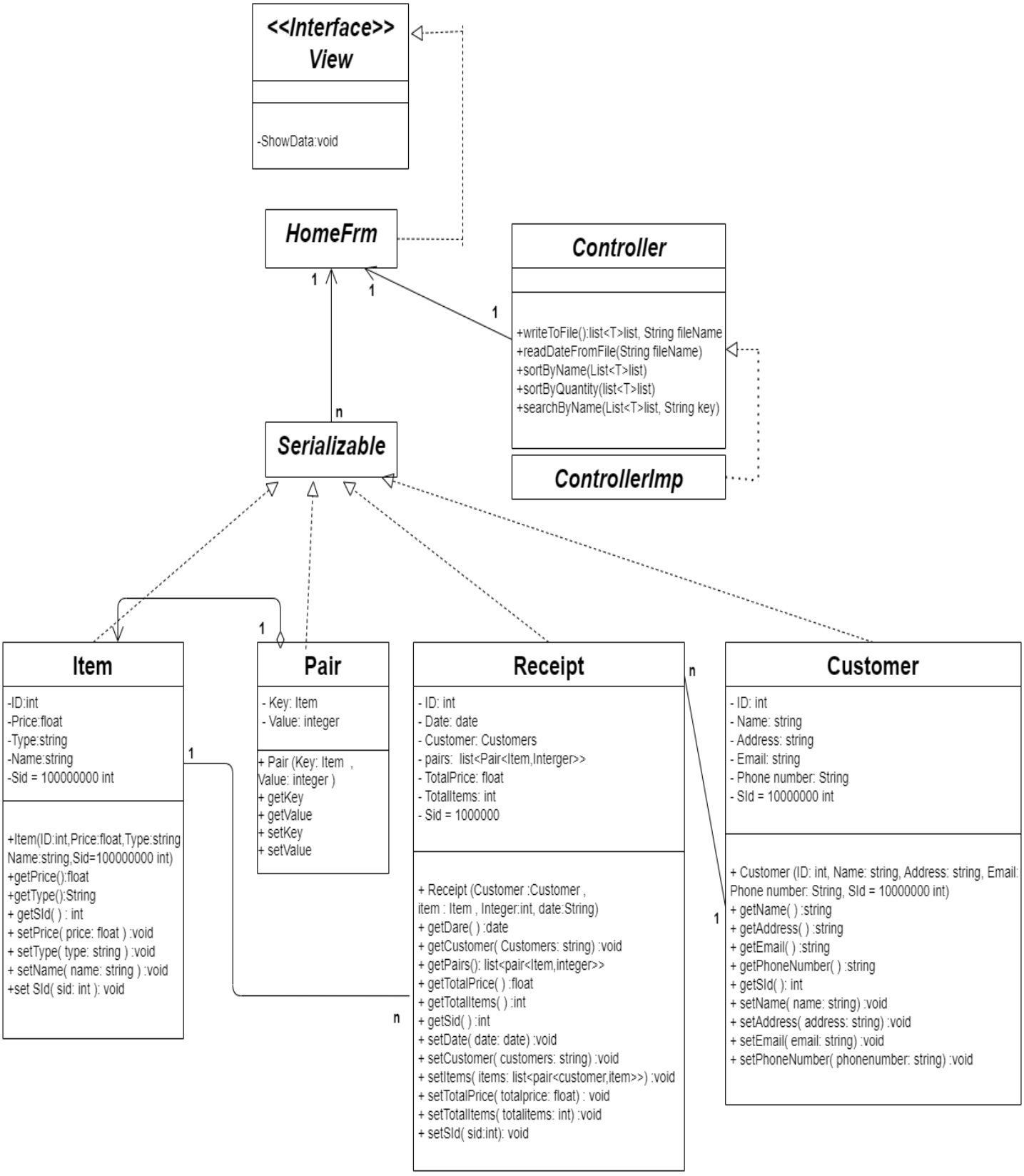
III. Function of systems.

This system manages 3 main functions: Products, Customers and Receipts.

- Products Window includes: Code, Name, Type and Price.
- Customers Window includes: Code, Name, Phone Number, Address and Email.
- Receipt Window includes: Table of Customers and Table of Products

- In each Window, our tool support several functions such as Add new object and Delete the exist object.
- The way to add new product is not complicated. User only needs to input all base information and click the button, afterthat, the properties of Product or Customer will be saved immediately.
- When the user want to delete the exist one, just need to choose the object and then click the button, after that, the object and its properties will be deleted immediately.

IV. UML Diagram



Explanation:

Firstly, we will start with 4 main classes : item, pair, receipt and customer.

Each class gets its own variables with the getter setter methods and constructors

As you can see in the picture:

classes like item-receipt or receipt-customer having a 1_n relationship.

For example:

An item can have multiple receipt and vice versa when a receipt can only hold one type of item.

Similar to the receipt and customer classes.

There is also an additional relationship between the class item and pair.

Pair is a generic class to reuse the code from item class with aggregation link.

Then, all objects from the customer, receipt, item and pair class which are represented as a sequence of bytes are stored in the database.

Next is the controller class with functions for users to manipulate in the interface

the controllerImp class is the class to implement the controller class.

And finally ,the homeFmr class which is GUI associates to the view class which is the interface.