

CSE212
SOFTWARE DEVELOPMENT METHODOLOGIES
FALL 2021
LABWORK 5 – SECTION 2

You are going to improve your Online Streaming System on top of your previous week's labwork. For this week, we will define the *GoldCustomer* class by creating an Inheritance Hierarchy in Figure1.

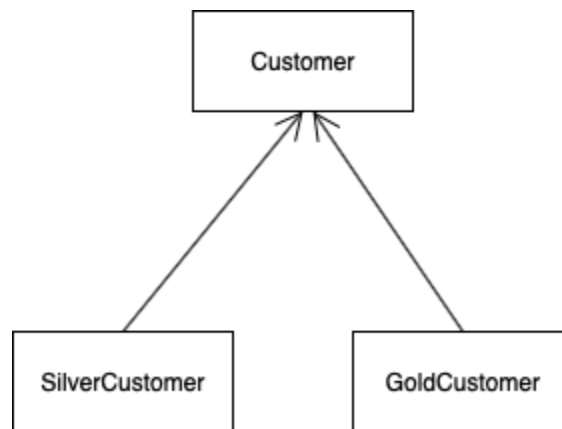


Figure 1: Inheritance Hierarchy

You will create a relationship between *Customer* and *GoldCustomer* class as in the figure. You will use the super keyword to define common attributes.

- (1) Create a new customer.
- (2) Display all customers
- (3) Buy a content
- (0) Exit.

The application should come up with a menu where the user selects either 1, 2, 3, or 0. If option '1' is selected, the program will pop up a submenu that will ask the user to create a customer.

- (1) Add a Regular Customer
- (2) Add a Silver Customer
- (3) Add a Gold Customer

When the user selects '1' in the submenu *Customer* object will be created, *Customer* has 1 content quotas. If the user selects '2' *SilverCustomer* object will be created. *SilverCustomer* has

2 content quotas. If the user selects '3' *GoldCustomer* object will be created. *GoldCustomer* has 3 content quotas. In the main menu when the user selects the 2nd item, the program will display all customer information including Contents have been purchased.

The 3rd option in the main menu provides users to buy content.

And finally, if option '0' is entered, the application will quit the program loop and terminate.