Building Entity Classes – Part 2

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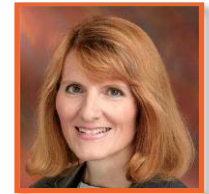
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Classes

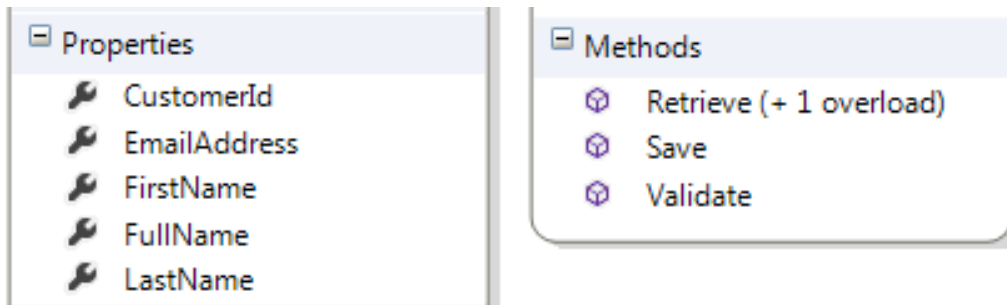| Customer	Product	Order	Order Item
• Name • Email address • Home address • Work address • Validate() • Retrieve() • Save()	• Product name • Description • Current price • Validate() • Retrieve() • Save()	• Customer • Order date • Shipping address • Validate() • Retrieve() • Save() • Submit()	• Product • Quantity • Purchase price • Validate() • Retrieve() • Save()

Summary

Signature

```csharp
public Customer Retrieve(int customerId)
```

Overloading

```csharp
public Customer Retrieve(int customerId)
public List<Customer> Retrieve()
```
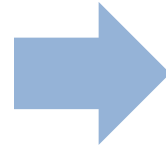
Contract

Properties
- CustomerId
- EmailAddress
- FirstName
- FullName
- LastName

Methods
- Retrieve (+ 1 overload)
- Save
- Validate

Constructor

```csharp
public Customer()
public Customer(int customerId)
```

Object-Oriented Programming (OOP)

Identifying Classes →
- Represents business entities
- Defines properties (data)
- Defines methods (actions/behavior)

Separating Responsibilities

Establishing Relationships

Leveraging Reuse