Coding Challenge: Order Management System

- 1. Create a base class called Product with the following attributes:
- productId (int)
- productName (String)
- description (String)
- price (double)
- quantityInStock (int)
- type (String) [Electronics/Clothing]

2. Implement constructors, getters, and setters for the Product class.

```
def product_id(self):
    return self. productId
```

```
iproduct_id.setter
def product_id(self, value):
    self._productId = value
```

3. Create a subclass Electronics that inherits from Product. Add attributes specific to electronics products, such as:

- brand (String)
- warrantyPeriod (int)

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```

4. Create a subclass Clothing that also inherits from Product. Add attributes specific to clothing products, such as:

- size (String)
- · color (String)



5. Create a User class with attri

- userId (int)
 username (String)
- password (String)
- role (String) // "Admin" or "User"

7. Implement the IOrderManagementRepository interface/abstractclass in a class called OrderProcessor. This class will be responsible for managing orders.

- 8. Create DBUtil class and add the following method.
- static getDBConn():Connection Establish a connection to the database and return database Connection

Create OrderManagement main class and perform following operation:

 main method to simulate the loan management system. Allow the user to interact with
the system by entering choice from menu such as "createUser", "createProduct", "cancelOrder", "getAllProducts", "getOrderbyUser", "exit".