Unit 3 - Fundamentals of Object-Oriented Design

Supermarket Object-Oriented Design 1

Customer
- Cust_ID - Int
- Cust_Name - Str
- Cust_Address - Str
- Cust_Tel - Str
- Cust_Email - Str

- Add_Products(Products) - Int
- Remove_Products(Products) - Int
- Payment(Online_Orders) - Float
- Loyalty_Discount(Loyalty_Scheme)

Products
- Product_ID - Int
- Product_Name - Str
- Product_Quantity - Float
- Product_Price - Float

Staff
- Staff_ID - Int
- Staff_Name - Str
- Online_Order_Picklist

- Add_Products(Products) - Int
- Remove_Products(Products) - Int

Loyalty_Scheme
- Cust_Loyalty_ID - Int

- Loyalty_Discount(Online_Orders) - Int
- Add_Points(Customer) - Int

Online_Orders
- Product_ID(Products) - Int
- Product_Name(Products) - Str
- Product_Quantity(Products) - Float
- Product_Price (Products)- Float

- Add_Products(Products) - Int
- Remove_Products(Products) - Int
- Calculate_Payment(Products) - Float
- Loyalty_Discount(Loyalty_Scheme) - Int

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