#### Creating an object-oriented design

This activity for this unit involves putting your object-oriented design skills into practice.

Create an object model to represent a supermarket, for example, you might like to consider the some but exclusively all of the following:

* Staff
* Products
* Customers
* Online orders
* Loyalty schemes

Consider how you might represent inheritance within your model and where you might use composition.

Class Diagram.

Diagram, schematic

Description automatically generated

References

Master2Teach (2020), Class Diagrams – Step by Step Guide with Example. Available from: <https://www.youtube.com/watch?v=iLsJ0Ix_dho>. [Accessed June 5, 2020]