INSTRUCTION:

Design and implement a Java program for the following description of an application. You must apply *Facade* Design Pattern.

Let us build an application that:

- Accepts customer details (account, address and credit card details)
- Validates the input data
- Saves the input data to appropriate data files

The three classes — Account, Address and CreditCard are available in the system, each with its own methods for validating and saving the respective data. These 3 classes work together, as part of a subsystem, providing the features of an online customer.

Account

firstName:String
lastName:String

isValid():boolean
save():boolean
getFirstName():String
getLastName():String

Address

address:String
city:String
state:String
isValid():boolean
save():boolean
getAddress():String
getState():String

CreditCard

cardType:String
cardNumber:String
cardExpDate:String

isValid():String
save():String
getCardType():String
getCardMumber():String
getCardExpDate():String

```
public class Account {
 String firstName;
  String lastName;
  final String ACCOUNT_DATA_FILE = "AccountData.txt";
  public Account(String fname, String lname) {
    firstName = fname;
lastName = lname;
  public boolean isValid() {
        Let's go with simpler validation
        here to keep the example simpler.
    if (getLastName().trim().length() < 2)</pre>
       return false;
    return true;
  public boolean save() {
    FileUtility futil = new FileUtility();
String dataLine = getLastName() + "," + getFirstName();
    return futil.writeToFile(ACCOUNT_DATA_FILE, dataLine);
 public String getFirstName() {
   return firstName;
 public String getLastName() {
    return lastName;
```

```
public Address(String add, String cty, String st) {
  address = add;
  city = cty;
  state = st;
public boolean isValid() {
      The address validation algorithm could be complex in real-world
      applications. Let's go with simpler validation here to keep the example simpler.
  if (getState().trim().length() < 2)</pre>
    return false:
  return true;
public boolean save() {
  FileUtility futil = new FileUtility();
  String dataLine = getAddress() + "," + getCity() + "," + getState();
  return futil.writeToFile(ADDRESS_DATA_FILE, dataLine);
public String getAddress() {
 return address;
public String getCity() {
 return city;
public String getState() {
 return state;
```

```
public class CreditCard {
  String cardType;
  String cardNumber;
String cardExpDate;
  final String CC_DATA_FILE = "CC.txt";
public static final String VISA = "Visa";
  public static final String MASTER = "Master";
  public CreditCard(String ccType, String ccNumber, String ccExpDate) {
    cardType = ccType;
cardNumber = ccNumber;
cardExpDate = ccExpDate;
  public boolean isValid() {
         Let's go with simpler validation here to keep the example simpler.
     if (getCardType().equals(VISA) || getCardType().equals(MASTER)) {
      return (getCardNumber().trim().length() == 16);
  public boolean save() {
    FileUtility futil = new FileUtility();

String dataLine = getCardType() + "," + getCardNumber() + "," + getCardExpDate();

return futil.writeToFile(CC_DATA_FILE, dataLine);
  public String getCardType() {
    return cardType;
public String getCardNumber() {
   return cardNumber;
   public String getCardExpDate () {
  return cardExpDate;
```

A client AccountManager class displays the user interface to a user to input the customer data. In order to validate and save the input data, the client AccountManager would:

- Create Account, Address and CreditCard objects
- Validate the input data using these objects
- Save the input data using these objects

However, this design creates high coupling between the client AccountManager and the subsystem components (Address, Account and CreditCard classes in this case).

- 1. The Façade pattern can be used to achieve low coupling between the client AccountManager and the subsystem components. Define a Façade class CustomerFacade that offers a higher level, simplified interface to the subsystem consisting of customer data processing classes (Address, Account and CreditCard). Draw a UML class diagram to show your design for the application.
- Implement the application in Java based on your design above.
 Note: The FileUtility class provides the following method to write a message to a file.

```
public boolean writeToFile(String filename, String msg)
```

3. Write the statements in AccountManager.java to test your implementation. The output should be as shown below:

```
First customer:
First name = John, Last name = Smith
Address = 101 Jalan Bukit, City = Shah Alam, State = Selangor
Card type = Visa, Card number = 11112222333334444, Card expiry date = 01/09/2020
Valid FirstName/LastName
Valid Address/City/State
Valid CreditCard
==>Valid Customer Data: Data Saved Successfully
Second customer:
First name = Vijaya, Last name = K
Address = 1 Jalan University, City = Kuala Lumpur, State = Wilayah Persekutuan Card type = Master, Card number = 9999888877776666, Card expiry date
01/01/2022
Invalid FirstName/LastName
Valid Address/City/State
Valid CreditCard
==>Invalid Customer Data: Data Could Not Be Saved
Third customer:
First name = Aryati, Last name = Ahmad
Address = 35 Wisma Jaya, City = Petaling Jaya, State = Selangor
Card type = Master, Card number = 555566667777, Card expiry date = 01/05/2023
Valid FirstName/LastName
Valid Address/City/State
Invalid CreditCard Info
==>Invalid Customer Data: Data Could Not Be Saved
```