Practical 8: OO Design and Patterns

Q1. This question requires students to demonstrate understanding of the concept of inheritance, composition, abstract classes and interfaces.

ABC Sdn. Bhd. has in employment a total of 50 full-time employees and 20 part-time staff. To inculcate the value of social responsibility among their employees, the management has decided to create 2 ways for full-time employees to contribute, i.e. either through contributing donations to or through doing volunteer work at one permanently adopted charity organization.

As a programmer working in the IT department, you are requested to write an application program to keep track of employees' monthly payslip and social responsibility contribution details.

If a full-time employee chooses to donate, your program should prompt for the amount of donation the employee would like to contribute. Otherwise, employees will opt to volunteer as a "gotong-royong member".

The calculation of monthly salary for employees are as follows:

- A full-time employee's monthly salary is basic salary + allowance. If the employee has
 opted to donate to the charity fund, the donation amount should be deducted from the
 monthly salary.
- A part-time employee is paid by hourly rate * hours worked. Assume that there is a standard hourly rate for all part-time employees.

Your program should display the total number of full-time employees who choose to contribute as volunteers and the total amount of donation contributed by the staff.

Design the classes required for this problem and draw a class diagram to show your design. Note: To simplify the solution, ignore all other salary deductions (e.g. for EPF, PCB, etc.)

Q2. Develop an application for generating invoices. Some samples are shown below:

```
INVOICE

Invoice No: INV0001
Date: 29-Jun-2012
Cust. ID: C72635
Big Sdn. Bhd.
23 Jalan D9
42100
Selangor

Product No Description Qty Unit Price(RM) Line Total(RM)
1111 Toaster 3 90.00 270.00
2222 Electric Iron 1 120.00 120.00
Grand Total:
```

```
INVOICE

Invoice No: INV0002
Date: 29-Jun-2012
Cust. ID: C58751

Tiger Sdn. Bhd.
25 Jalan 12
53000
Kuala Lumpur

Product No Description Qty Unit Price(RM) Line Total(RM)
2222 Electric Iron 2 120.00 240.00
3333 Air-conditioner 1 1200.00 1200.00

Grand Total:
```

INVOICE

Invoice No: INV0003
Date: 29-Jun-2012
Cust. ID: C72635

Big Sdn. Bhd.
23 Jalan D9
42100
Selangor

Product No Description Qty Unit Price(RM) Line Total(RM)
1111 Toaster 1 90.00 90.00
4444 Television 1 3000.00 3000.00

Grand Total:

- (a) Determine all the necessary classes. Draw an UML class diagram showing the relationships between the classes. For each class, you only need to include the data members.
- (b) Implement the classes on part (a) above.
- Q3. Think of a drink vending machine.
 - (a) What does the vending machine sell?
 - (b) List the steps for using the vending machine.
 - (c) What are the inputs and outputs of the vending machine?
 - (d) Identify the two main components the vending machine. IMPORTANT: Think using the object-oriented approach.
 - (e) Identify the properties and operations of the 2 main components. Draw a class diagram to show the relationship between the vending machine and the 2 components, as well as the properties and operations of each class.
 - (f) Write the classes for the vending machine. Include a driver program to test your classes.